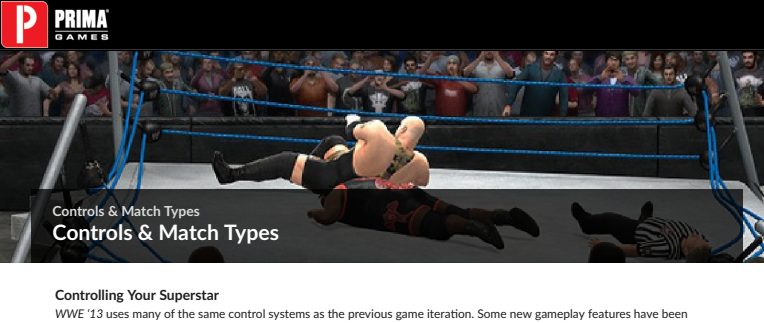
PRIMA GAMES



Controls & Match Types

Controls & Match Types

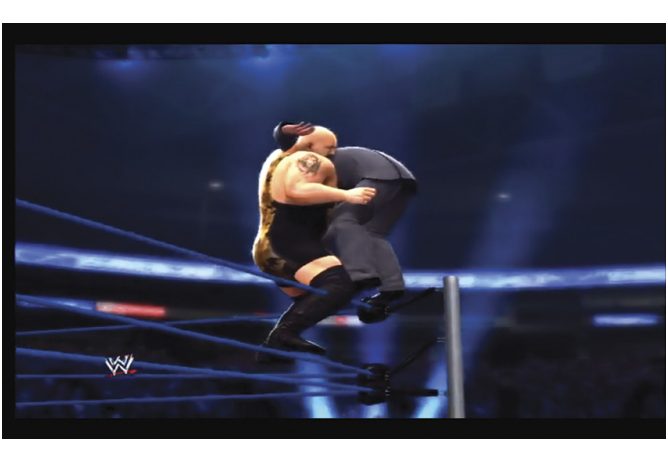
Controlling Your Superstar

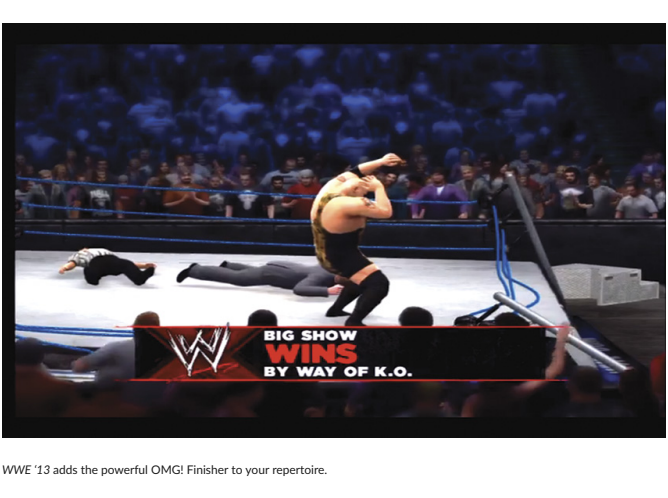
WWE '13 uses many of the same control systems as the previous game iteration. Some new gameplay features have been added, making the game even more explosive, but returning *WWE* fans will feel comfortable with the controls and new players can pick them up with relative ease. After learning the basics (button presses, match rules, and strategy) it's important to understand how to smoothly transition between all of the different gameplay scenarios in order to effectively keep control of your opponent.

This chapter breaks down all of the controller commands for your Superstar, and then goes deeper into match-specific controls. Certain matches have situational controls (climbing cage walls, asking opponents if they quit, etc.) and we have included tables divided by match type for quick browsing references.

Note

The gap between a seasoned *WWE '13* champion and a button-mashing newbie—other than hours and hours of awesome gameplay practice—can be narrowed by focusing on a few primary areas: reversals, groggy control, chain grappling control, managing distance between you and your opponent, and use of the tools provided in your Superstar's move-set. Please visit Flow of the Match: In-Ring Strategy for breakdowns of each strategy.





WWE '13 adds the powerful OMG! Finisher to your repertoire.

Controls Quick Reference

Action/Move	Xbox 360	PlayStation 3
Move		
Run	Hold and move	Hold and move
Target opponent (manual)	Click	Click
Strike		
Grapple	A	✕
Move/turn opponent		
Submission	Hold then button-mash	Hold then button-mash
Reversal		
Irish whip	+	+
Taunt	D-pad	D-pad
Signature/Finisher	Y	△
Store Finisher	Click	Click
Drag opponent	+	+
Pin grounded opponent		
Climb/Interact with object		
Limb Targeting System	Hold	Hold

Controls vs. Match Types

Here, we break down the "Controls" and "Match Types" in separate sections. We classify "Controls" as controlling your Superstar in the ring—what will be your movement and move-set actions. The "Match Types" will include using objects and interacting with the specific environment in each match type to help you achieve objectives within that match type. Example: If you want to know how to climb a ladder and grab the hanging prize in a Ladder Match, visit the "Ladder Match" section under "Match Types" later in this chapter for a detailed breakdown of controls for that kind of match.

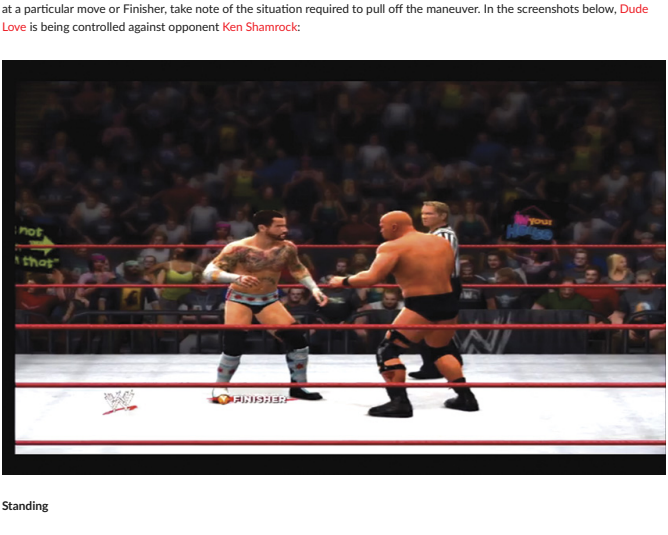
Tip

Once you have started what will be a long-lasting relationship with a Superstar, go to the "Creations" menu in-game and select "Move-Set". Select the Superstar (or Diva) you want and you can view previews and button presses for all assigned moves from every scenario.

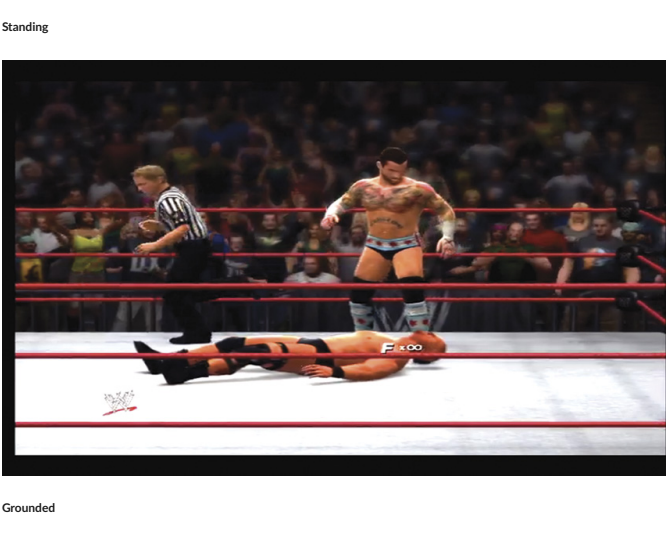
In the descriptions that follow, the controls are the same for every Superstar and Diva. Only the moves in the move-sets are different. This means that what CM Punk will do for a chain grapple is going to differ from what The Great Khali will do for a chain grapple, but what you press on the controller will be the same. If a Superstar's Finisher is a submission, don't worry—Finishers are all controlled the same way!

States of Being

You and your opponent will face each other in the ring in multiple states as the match progresses, and each state allows different moves to be performed. Each of these different situations will open different moves in your move-set. When looking at a particular move or Finisher, take note of the situation required to pull off the maneuver. In the screenshots below, Dude Love is being controlled against opponent Ken Shamrock:



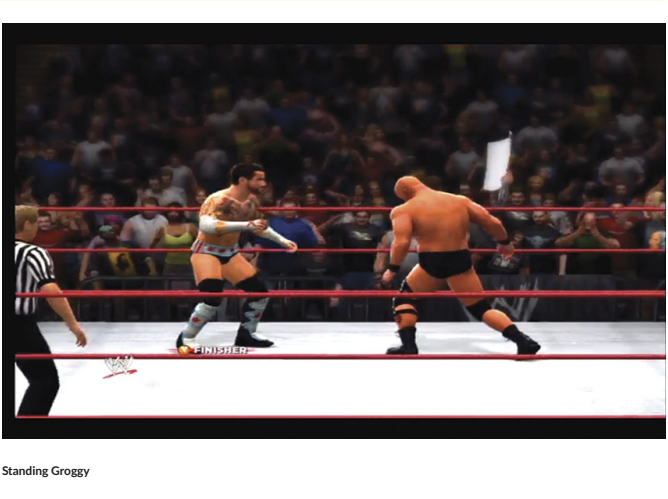
Standing



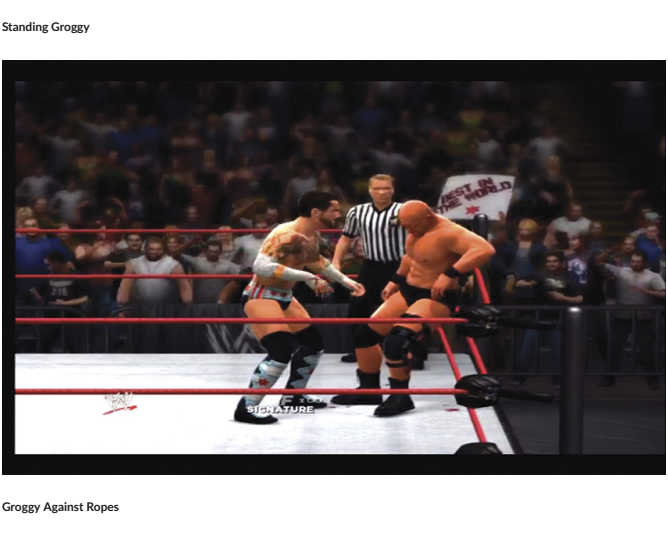
Grounded

Note

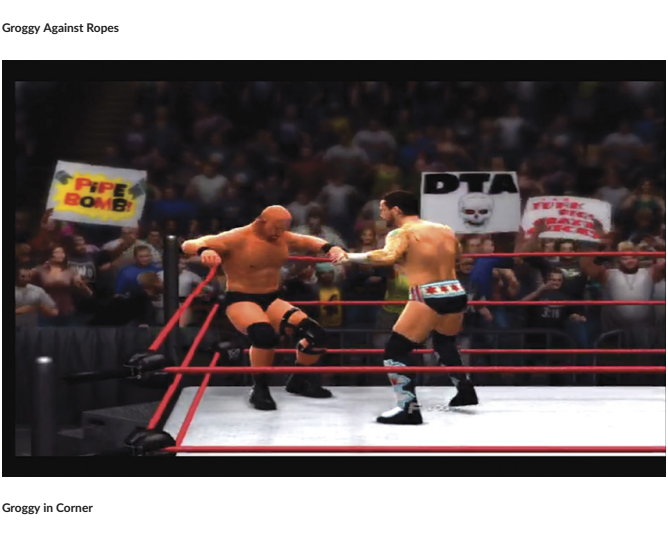
Against grounded opponents, certain moves may require you to be near a specific part of the opponent's body.



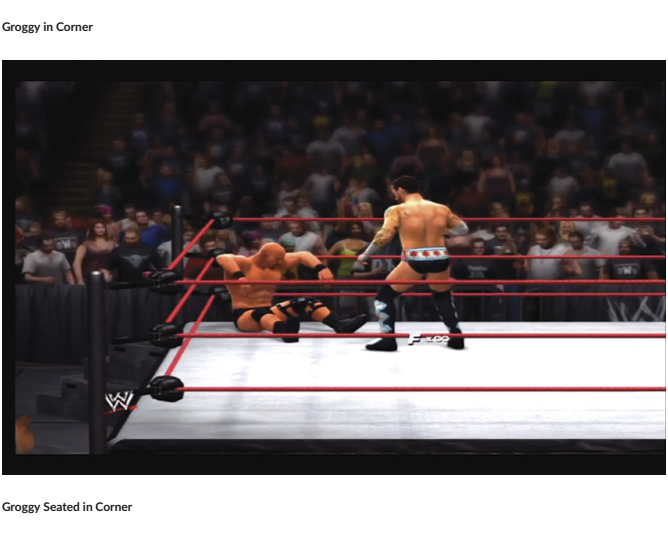
Standing Groggy



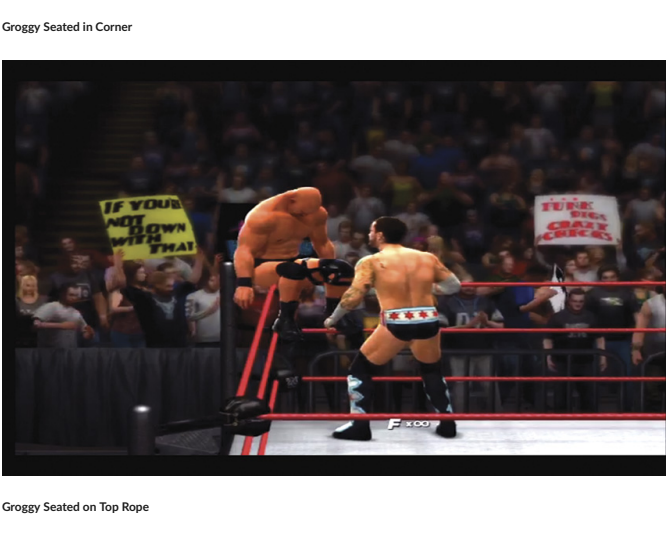
Groggy Against Ropes



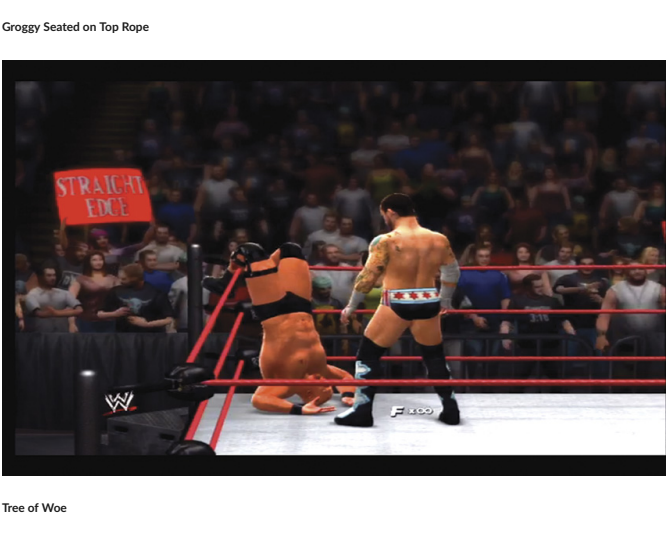
Groggy in Corner



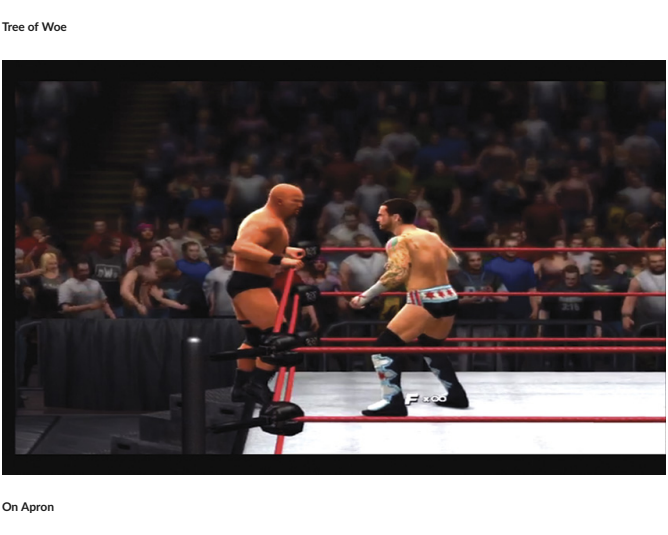
Groggy Seated in Corner



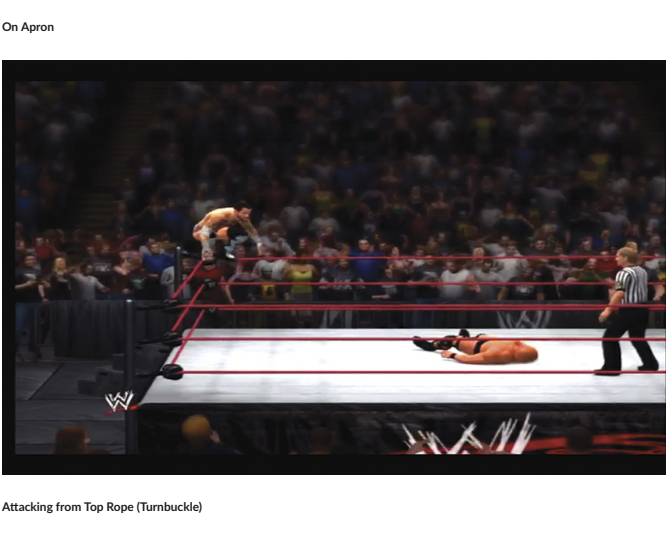
Groggy Seated on Top Rope



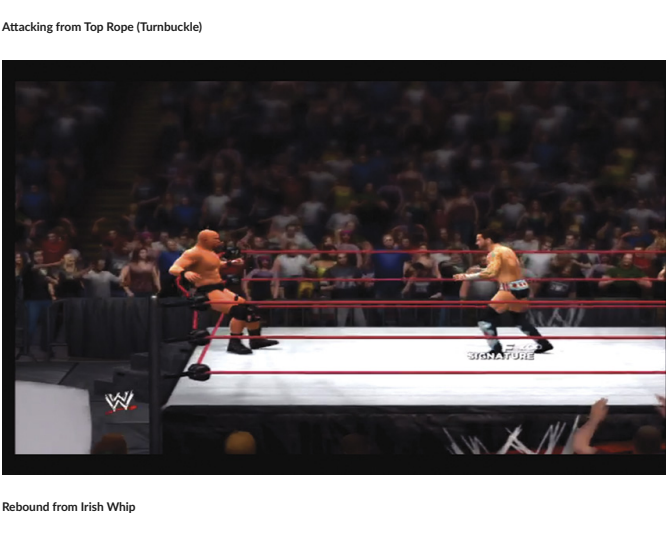
Tree of Woe



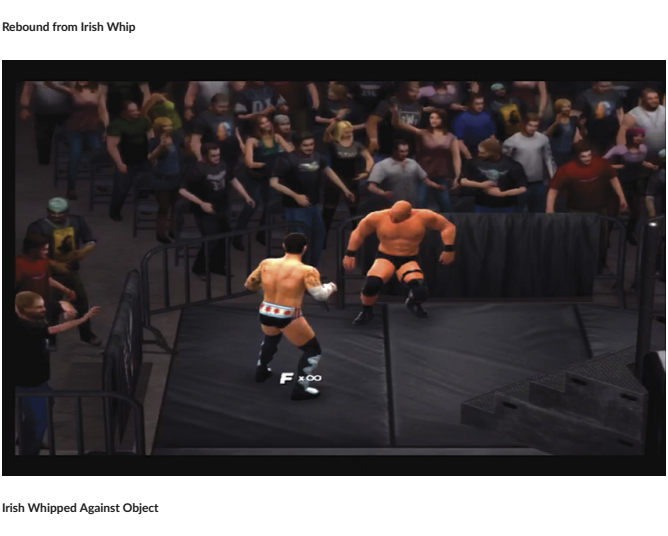
On Apron



Attacking from Top Rope (Turnbuckle)



Rebound from Irish Whip

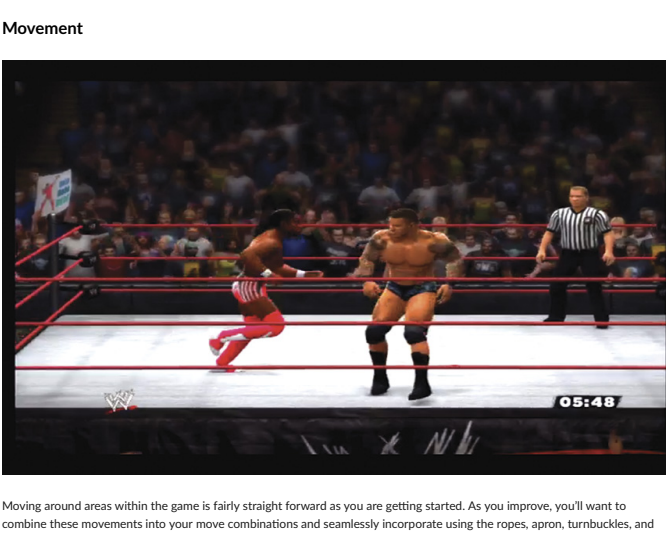


Irish Whipped Against Object

Basic Controls Tutorials

These are the basic actions performed in most game situations. Some Superstars will have multiple assigned button presses for the same move. Consult the in-game "Move-Set" menu under "Creations" to identify the moves for each Superstar.

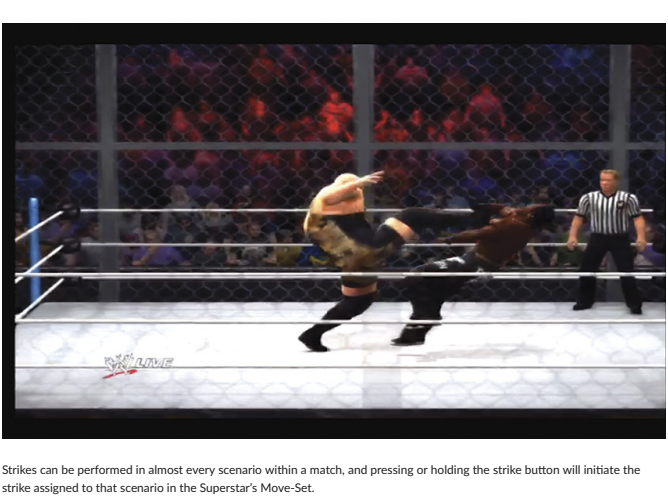
Movement



Moving around areas within the game is fairly straight forward as you are getting started. As you improve, you'll want to combine these movements into your move combinations and seamlessly incorporate using the ropes, apron, turnbuckles, and ringside objects in your matches.

Action/Move	Xbox 360	PlayStation 3
Move Superstar		
Run	Hold and move	Hold and move
Enter/exit ring	toward ropes +	toward ropes + press
Step on apron	toward ropes + tap	toward ropes + press
Climb turnbuckle	Run toward turnbuckle (far) or + (close)	Run toward turnbuckle (far) or + (close)
Lift grounded opponent		
Lift grounded opponent to face opponent's rear		
Turn grounded opponent over	,	,
Turn standing groggy opponent	,	,
Turn corner groggy opponent	,	,
Lift corner groggy opponent to top rope		
Place corner groggy opponent in Tree of Woe		
Place groggy opponent on ropes to middle rope position		
Drag opponent	+	+
Change target opponent against multiple opponents (target settings set to manual)	Click	Click
Limb Targeting System	Hold	Hold

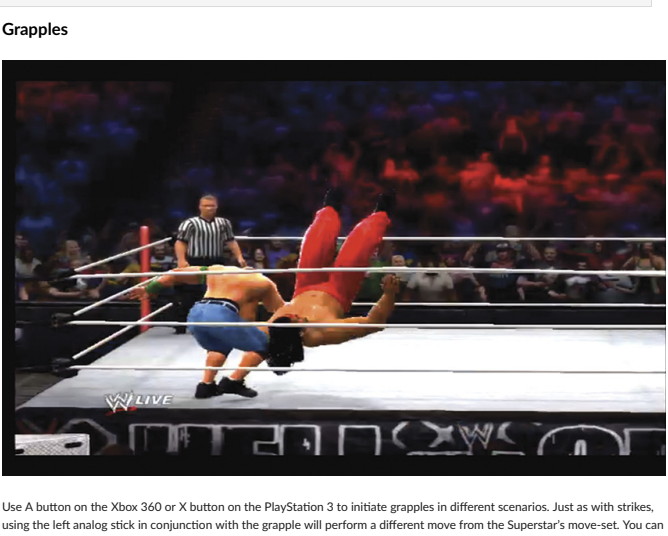
Strikes



Strikes can be performed in almost every scenario within a match, and pressing or holding the strike button will initiate the strike assigned to that scenario in the Superstar's Move-Set.

Action/Move	Xbox 360	PlayStation 3
Strike		
Strike combination	, , ,	, , ,
Alternate strikes	any direction +	any direction +
Strong strike	Hold	Hold
Strong strike 2	any direction + hold	any direction + hold
Gut kick	to a corner +	to a corner +
Running strike	Run +	Run +
Running strike 2	Run + hold	Run + hold
Striking a grounded opponent		
Running strike to grounded opponent	Run +	Run +
Diving attack from turnbuckle	Climb turnbuckle,	Climb turnbuckle,
Diving attack from turnbuckle 2	Climb turnbuckle, any direction +	Climb turnbuckle, any direction +

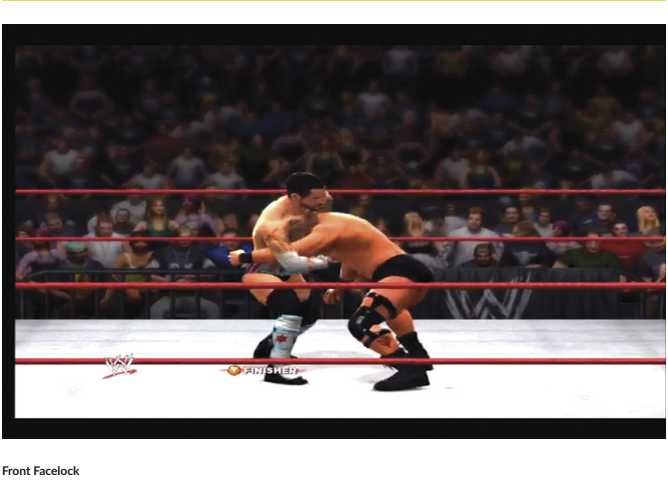
Grapples



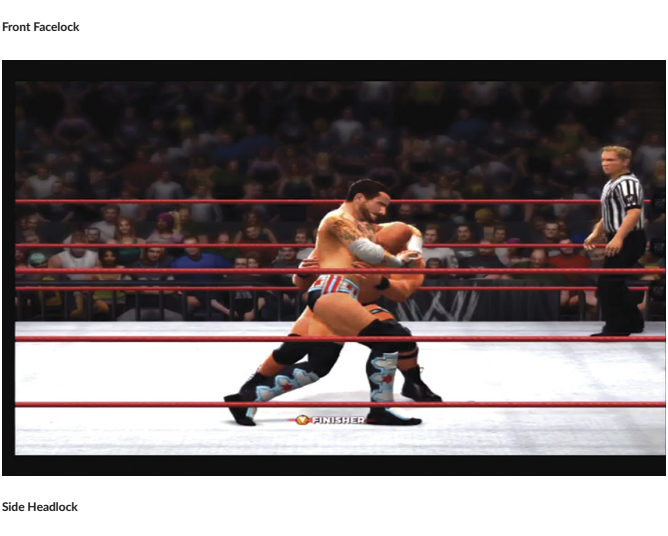
Use A button on the Xbox 360 or X button on the PlayStation 3 to initiate grapples in different scenarios. Just as with strikes, using the left analog stick in conjunction with the grapple will perform a different move from the Superstar's move-set. You can reposition to different holds with the right analog stick. If you "tie" your opponent in moving in for a grapple, you'll initiate a Collar and Elbow tie-up button-mashing mini-game. The Superstar that comes out on top will move into a chain grapple lock. If it's deemed a tie, the Superstars will push off and return to a standing, neutral position.

Note

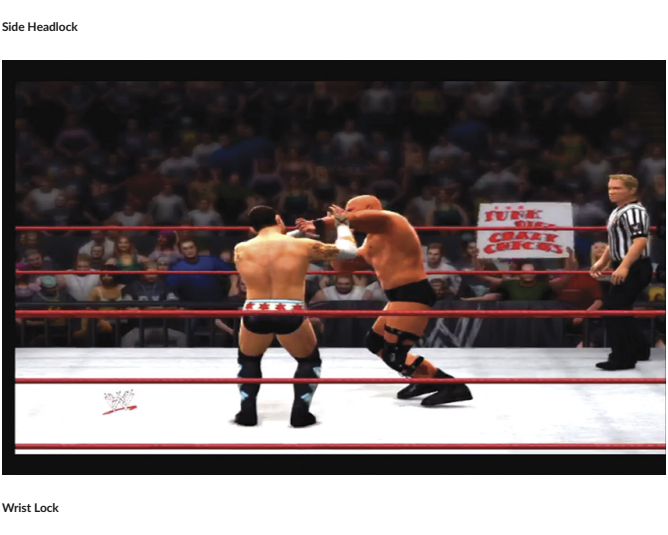
In a Collar and Elbow mini-game, mash the grapple button. There's some math involved in the game coding that will either help or hurt your chances of winning: your Superstar's weight class, attributes, and damage taken will all factor in to see who comes out on top.



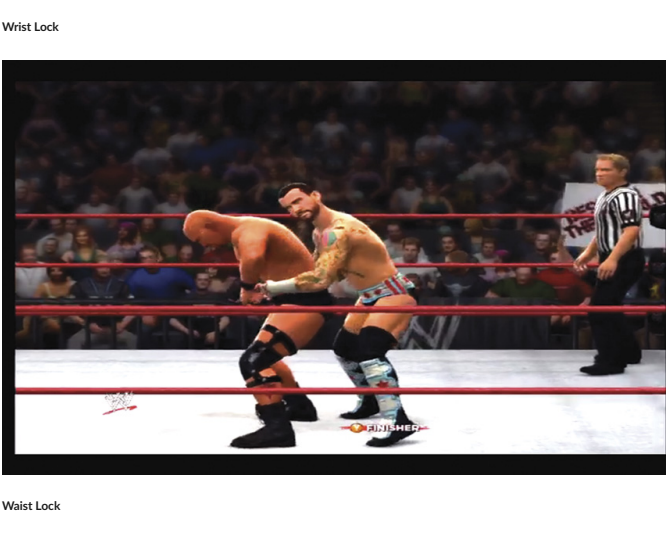
Front Facelock



Side Headlock



Wrist Lock



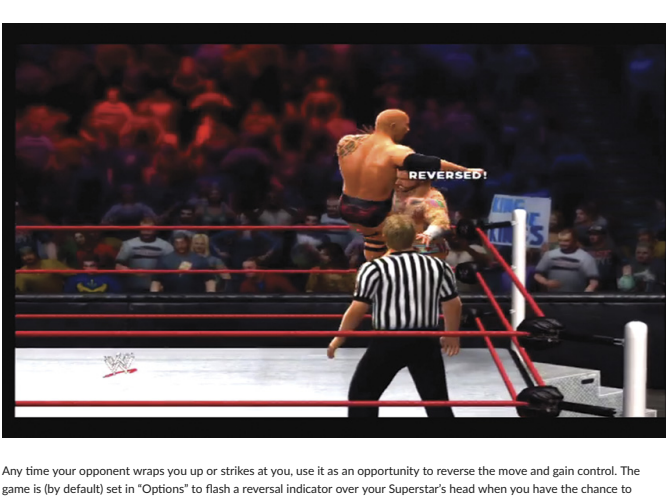
Waist Lock

Action/Move	Xbox 360	PlayStation 3
Collar and Elbow tie-up	Mash	Mash
Engage Front Facelock	+	+
Engage Side Headlock	+	+
Engage Wrist Lock	+	+
Engage Waist Lock	+	+
Reposition to Front Facelock		
Reposition to Side Headlock		
Reposition to Wrist Lock		
Reposition to Waist Lock		
Chain grapple	in a direction +	in a direction +
Pull-back strike from hold		
Groggy grapple	in a direction +	in a direction +
Groggy grapple from behind	in a direction +	in a direction +
Running grapple (facing)	Run +	Run +
Running grapple (behind)	Run +	Run +
Drag a held, groggy, or grounded opponent	Hold then + Hold	Hold then + Hold
Move groggy opponent against ropes to second rope		
Move groggy opponent in corner up onto top turnbuckle		
Move groggy opponent in corner into Tree of Woe		

Note

Groggy grapples are stronger than a normal chain grapple against a fresh opponent. You'll also go directly to the move (rather than into a hold, and then into the grapple).

Reversals



Any time your opponent wraps you up or strikes at you, use it as an opportunity to reverse the move and gain control. The game is (by default) set in "Options" to flash a reversal indicator over your Superstar's head when you have the chance to reverse—which is pretty much any time your opponent is in dominant position but not in the middle of a move animation. Study each of the four chain grapple locks and get the feel for when to reverse based on the character's movement in the transitions.

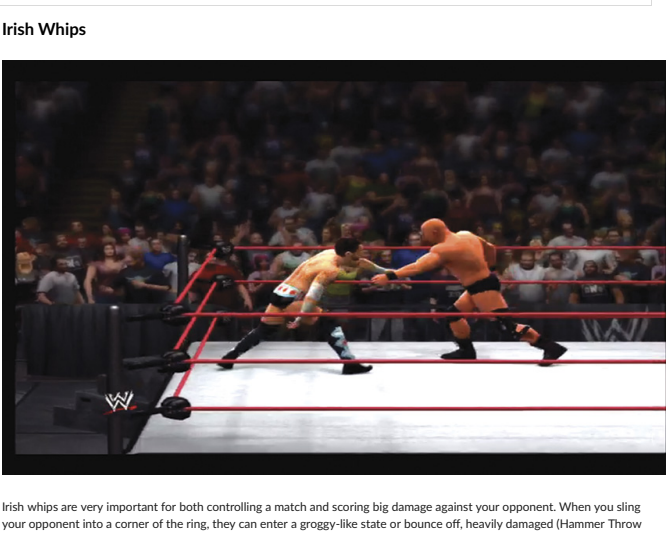
Tip

If you wait to "see" the reversal icon over your Superstar's head, you'll rarely catch the reversal. Watch the opponent on-screen, anticipate the move and press the reversal button to respond to the move. See Flow of the Match: In-Ring Strategy for more on this.

Reversing a move is another series of complex formulas that takes into account Superstar attributes, damage taken, and match situations. You can adjust the reversal success slider bar for both the player and the AI from "Options -> Gameplay -> Match Options -> Balancing".

Action/Move	Xbox 360	PlayStation 3
Reversals		

Irish Whips



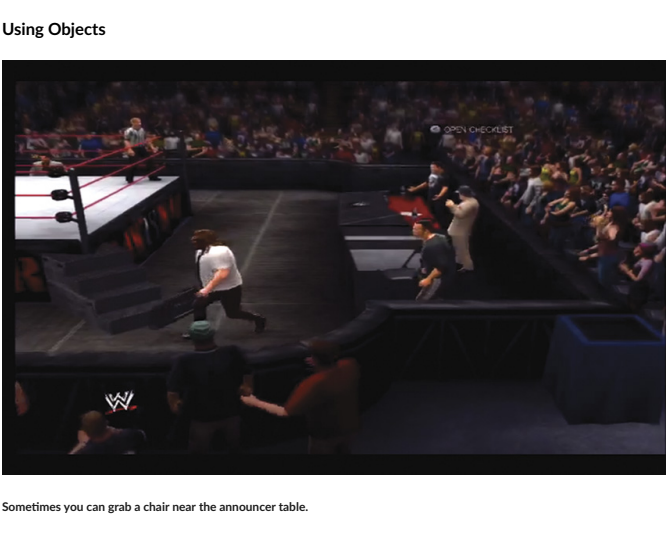
Irish whips are very important for both controlling a match and scoring big damage against your opponent. When you sling your opponent into a corner of the ring, they can enter a groggy-like state or bounce off, heavily damaged (Hammer Throw ability). Outside of the ring, whipping an opponent into an object like a fence or the corner post does damage and causes them to slump against the object. If you Irish whip a Superstar into the ropes from a distance, you can execute an Irish whip Rebound strike or grapple. If you are close to the ropes, you can whip them out of the ring completely (onto the apron or down to the ground ringside). This will give you some breathing room and allow you to taunt or interact with an object.

Action/Move	Xbox 360	PlayStation 3
Irish whip to	toward far ropes +	toward far ropes +
Irish whip to corner	toward corner +	toward corner +
Irish whip out of ring	toward close ropes +	toward close ropes +
Irish whip back into ring from ringside	toward apron +	toward apron +
Leapfrog/Duck rebounding opponent	on the rebound	on the rebound

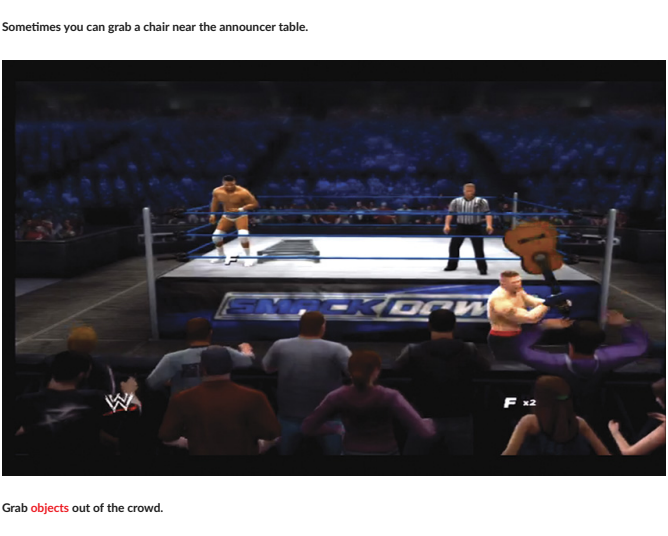
Note

When you're ringside, whipping an opponent back into the ring is a good way to force them back into the fight. They'll also end up grounded under the bottom rope with their head hanging precariously off the apron—perfect for a strike or a running strike along the side of the ring.

Using Objects

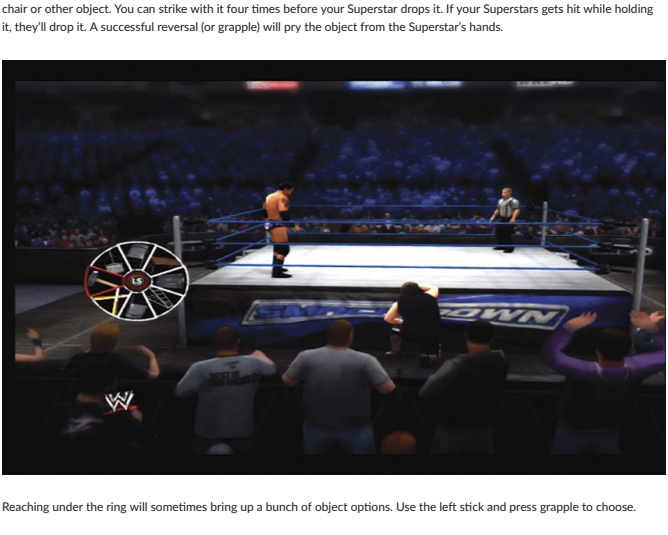


Sometimes you can grab a chair near the announcer table.



Grab objects out of the crowd.

Using objects can be a key component of certain matches. You may need them to complete objectives, or you can use them to wear down opponents with heavy damage. You can grab and use any object that moves, including the ring stairs. To search for an object under the ring, approach the middle of the ring from ringside and press the pick up button to reach under and grab a chair or other object. You can strike with it four times before your Superstar drops it. If your Superstars gets hit while holding it, they'll drop it. A successful reversal (or grapple) will pry the object from the Superstar's hands.

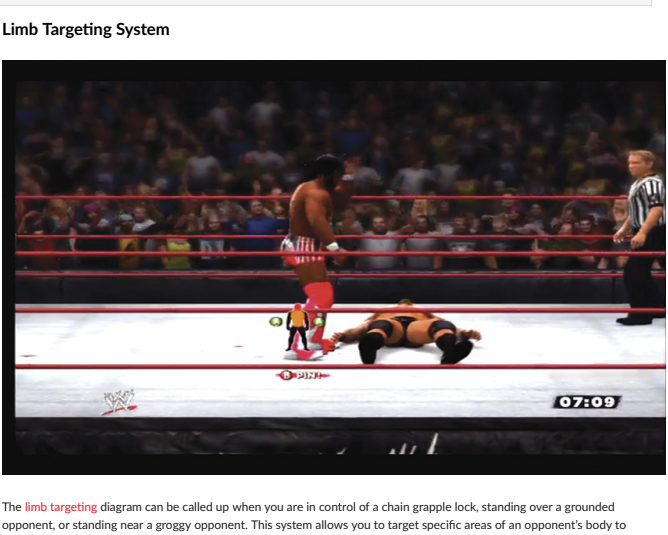


Reaching under the ring will sometimes bring up a bunch of object options. Use the left stick and press grapple to choose.

Perform extra actions with objects to get really creative in the ring! Pressing grapple in certain cases will allow you to use the object a bit differently (such as feeding an opponent's feet through a chair for the extra crunch).

Action/Move	Xbox 360	PlayStation 3
Get object		
Strike with object		
Running strike with object	Run +	Run +
Perform action with object		

Limb Targeting System



The limb targeting diagram can be called up when you are in control of a chain grapple lock, standing over a grounded opponent, or standing near a groggy opponent. This system allows you to target specific areas of an opponent's body to achieve certain outcomes within a match. As matches wear on and Superstars take damage, they may begin to favor an arm, or hold their head or ribs. By controlling these damage areas, you can reap the in-ring benefits that surface when your opponent is weakened in specific areas.

Tip

Use the diagram when your opponent is standing groggy to check their damage!

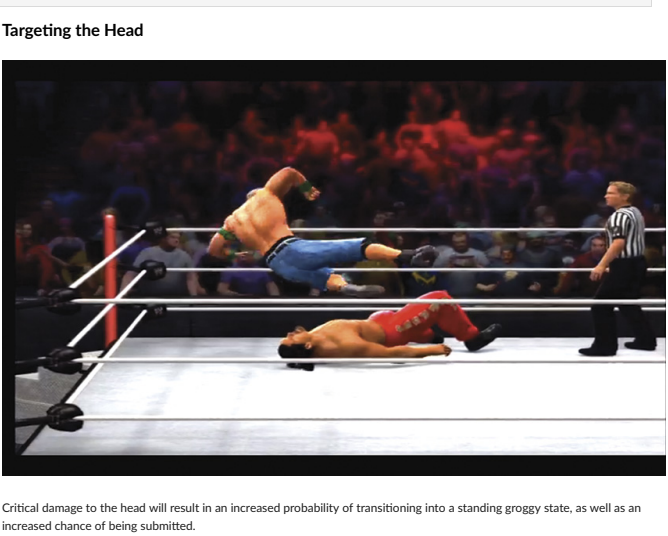
When you are in control of a chain grapple lock, or when you are up against a standing groggy opponent, activate the limb targeting diagram and press the button that corresponds with the body part you want to attack. Against a grounded opponent, position yourself near the body part and press strike or grapple to inflict damage. As you inflict damage to a body part, you'll see that part of the diagram change from transparent to yellow, and then to orange, and finally to critical red. Side effects occur when a Superstar takes critical damage. Their performance will most definitely slow down, and they'll become vulnerable in different ways. Learning to master limb targeting is critical for submissions.

Tip

When entering a chain grapple lock, immediately hold RB or R1 and press the button that corresponds to the part of the body you'd like to damage. You don't have to wait for the diagram to appear to attack the body part.

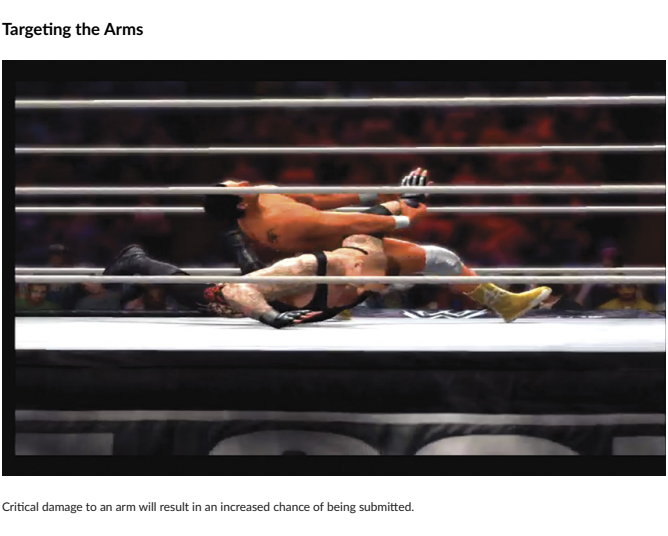
Action/Move	Xbox 360	PlayStation 3
Activate limb targeting	Hold	Hold
Attack the head	Hold +	Hold +
Attack the arms	Hold + or	Hold + or
Attack the legs	Hold +	Hold +

Targeting the Head



Critical damage to the head will result in an increased probability of transitioning into a standing groggy state, as well as an increased chance of being submitted.

Targeting the Arms



Critical damage to an arm will result in an increased chance of being submitted.

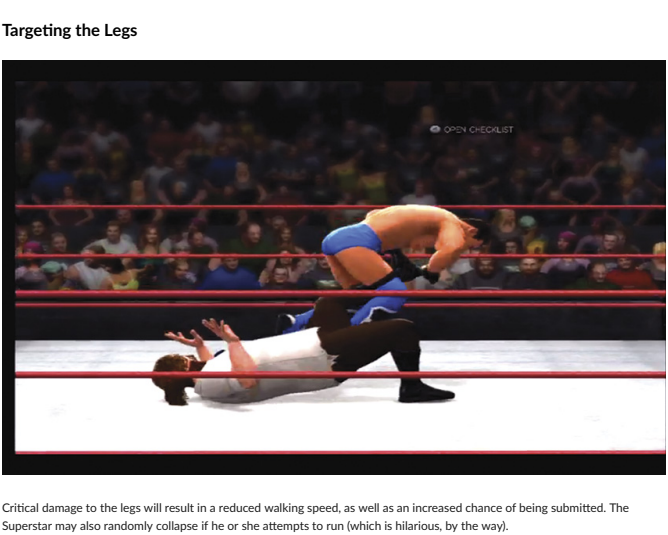
Hit Points

A Superstar's health in WWE '13 is not like a traditional health meter in a fighting game, where you would whittle your opponent's health down to 0 in order to win. Each Superstar is assigned 100 hit points, divided across the four areas that are highlighted in the limb targeting system diagram: the head, the midsection, the arms, and the legs. Each Superstar's HP is divided uniquely between the four areas. The more damage you inflict (subtracting HP), the greater the likelihood of your victory in a pin or submission, but the damage itself does not guarantee victory. Again, gaining advantage all the way to a win is influenced by a number of factors (damage, attributes, etc.), and you can be stopped at any time, too!

Note

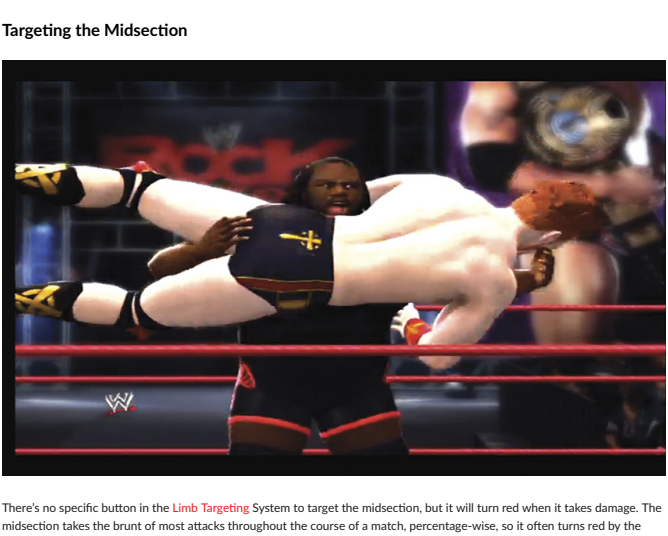
For detailed breakdowns for each Superstar and Diva's HP, see the Superstars section for complete tables listing attributes, weight classes, and HP.

Targeting the Legs



Critical damage to the legs will result in a reduced walking speed, as well as an increased chance of being submitted. The Superstar may also randomly collapse if he or she attempts to run (which is hilarious, by the way).

Targeting the Midsection

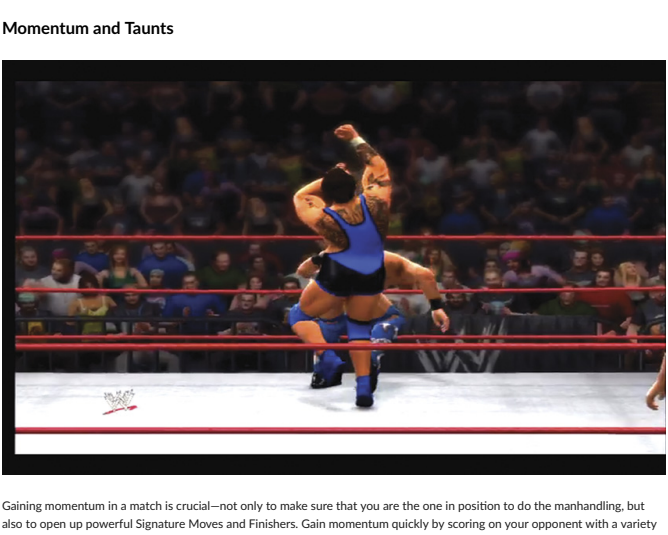


There's no specific button in the Limb Targeting System to target the midsection, but it will turn red when it takes damage. The midsection takes the brunt of most attacks throughout the course of a match, percentage-wise, so it often turns red by the time you're ready to finish your opponent with a pin or submission. Critical damage to the midsection will result in a reduced adrenaline meter, groggy grapples from gut kicks, and an increased chance of being submitted.

Tip

This can be a huge advantage for you! Perform a quick gut kick when your opponent's midsection is in the red, and they'll immediately become groggy and bend over at the waist. Just like that, you can score big with a groggy grapple, or you can target a limb to set up a submission. Awesome!

Momentum and Taunts



Gaining momentum in a match is crucial—not only to make sure that you are the one in position to do the manhandling, but also to open up powerful Signature Moves and Finishers. Gain momentum quickly by scoring on your opponent with a variety of attacks, by reversing your opponent's attacks, and by taunting.

The momentum system is based on formulas, and they favor variety. If you repeat a taunt over and over, you'll notice that the amount your momentum increases will lessen with each repeat until you aren't rewarded at all for that particular taunt. Vary your taunts by using all directions on the D-pad equally throughout any given match.

If your taunt is interrupted by an opponent, you don't get the momentum boost and you lose the advantage! Longer taunt animations (some are 10 seconds!) may give you more momentum, but they are more likely to be interrupted. Use shorter taunts when your opponent is grounded at your feet or nearby, and save the longer ones for when your opponent is ringside or won't be able to get to you to interrupt.

Tip

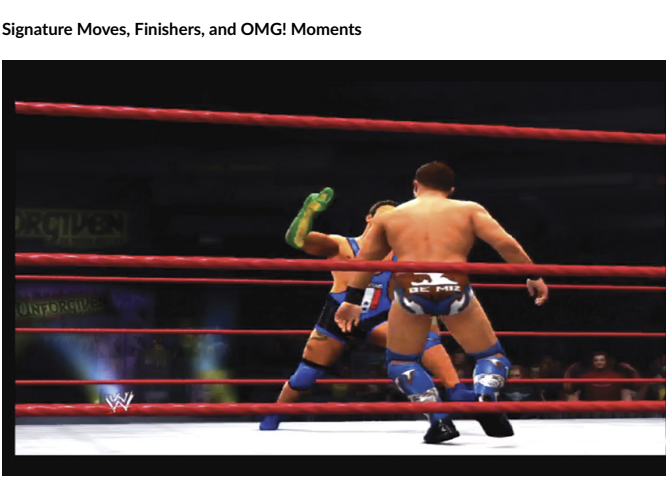
The taunt times for every Superstar's taunts are listed on that Superstar or Diva's profile page by D-pad direction.

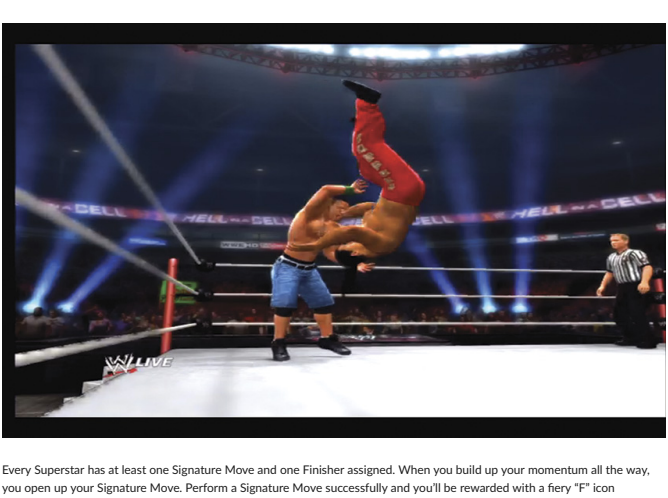
Action/Move	Xbox 360	PlayStation 3
Taunt	D-pad any direction	D-pad any direction
Wake-up Taunt to grounded opponent	D-pad up with stored Finisher	D-pad up with stored Finisher

Tip

To keep track of where you are momentum-wise and how close you are to a Finisher, enable the momentum meter under your Superstar by going to "Options -> Gameplay -> HUD" and turning it on. It's unintrusive, and can also help you find your Superstar in a crowd during Royal Rumble Matches and other packed ring scenarios.

Signature Moves, Finishers, and OMG! Moments





Every Superstar has at least one Signature Move and one Finisher assigned. When you build up your momentum all the way, you open up your Signature Move. Perform a Signature Move successfully and you'll be rewarded with a fiery "F" icon representing a Super Finisher that will score more damage than a Normal Finisher. After a few seconds, this fiery "F" will revert to a Normal Finisher "F" icon. Signature moves and Finishers are situational (your opponent may have to be grounded or standing) so there may be a bit of setup involved when executing them. Look for the Finisher button prompt to appear when you're in the right position.

Caution

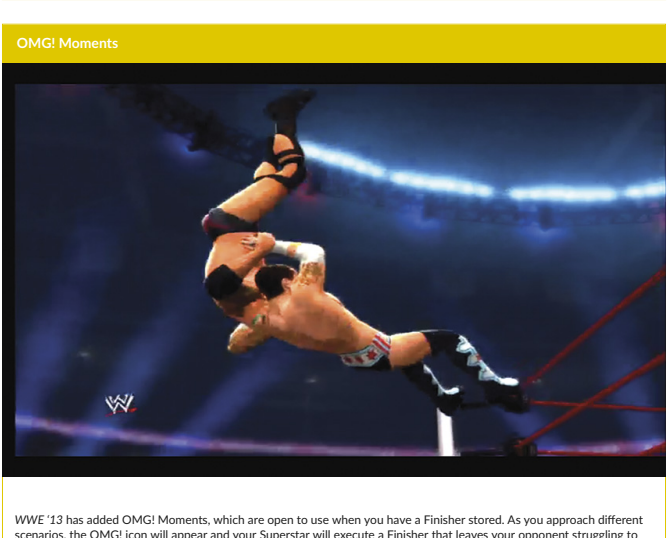
In some scenarios or match types, your Finisher button may be obscured by another button press option if it matches your Finisher's situation ("Ask" in an I Quit match or "Pin"). If your Superstar's Finisher is for a grounded opponent and they're in the right position, press the Finisher button. Your Superstar should perform the Finisher even though you can't see the icon on screen.

When you have a stored Finisher, you can use a Wake Up Taunt to have your grounded opponent stand up groggy.

Note

You can also "store" Finishers based on a Superstar's Charisma attribute. If your Superstar's Charisma is 1-79, one Finisher can be stored. Two Finishers can be stored for Superstars with 80-89 Charisma, and three Finishers can be stored for Superstars with 90-100 Charisma.

OMG! Moments



WWE '13 has added OMG! Moments, which are open to use when you have a Finisher stored. As you approach different scenarios, the OMG! icon will appear and your Superstar will execute a Finisher that leaves your opponent struggling to get up from. Here are some examples of available OMG! Moment locations and the actions that occur:

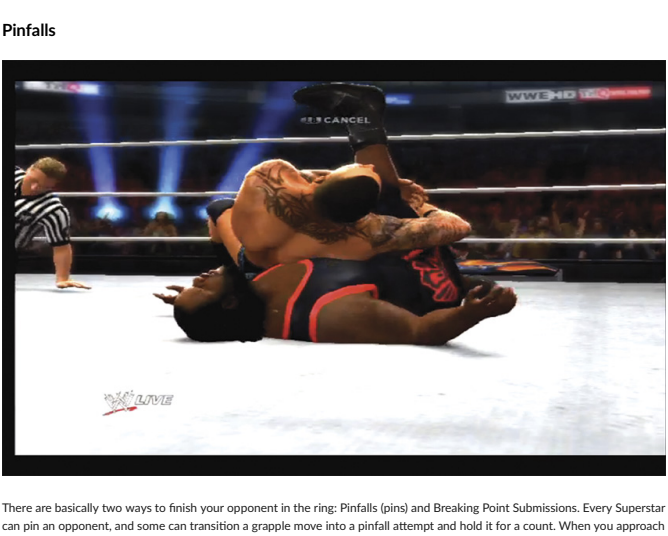
- Corner groggy front: Superplex (to ringside or breaking ring)
- Ringside corner barrier: Spear through barrier
- Groggy against announcer table: Finisher through table
- Groggy against Cell wall: Grapple through Cell wall

Action/Move	Xbox 360	PlayStation 3
Signature Move	when "Signature" is available	when "Signature" is available
Wake-Up Taunt	D-pad up with stored Finisher	D-pad up with stored Finisher
Store Finisher	Click when "Signature" is available	Click when "Signature" is available
Normal Finisher	when "F" icon is present	when "F" icon is present
Super Finisher	when fiery "F" icon is present	when fiery "F" icon is present

Caution

If you use a Wake Up Taunt to bring your opponent to standing groggy, you only have a small window of time to execute your Finisher before you lose it!

Pinfalls



There are basically two ways to finish your opponent in the ring: Pinfalls (pins) and Breaking Point Submissions. Every Superstar can pin an opponent, and some can transition a grapple move into a pinfall attempt and hold it for a count. When you approach a grounded opponent, press the "pin" button to call for a count and end the match.

If your Superstar has the Leverage Pin ability, an icon will appear showing up and down on the right analog stick when it's available. Press up or down to pin and start the Leverage Pin mini-game.

Tip

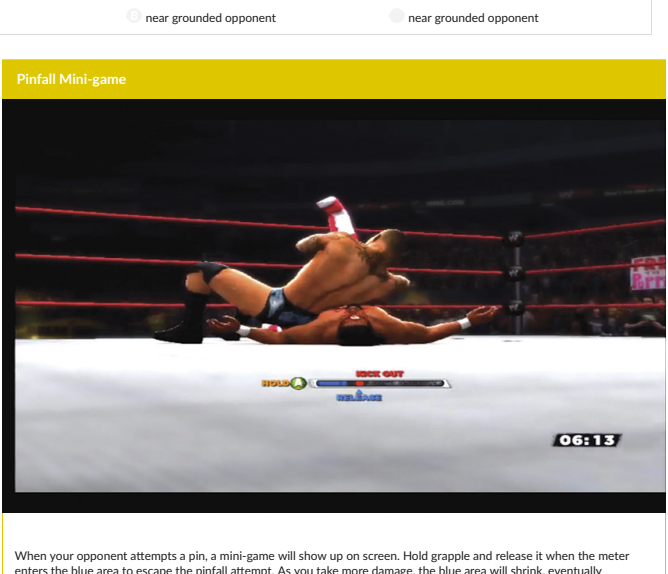
If you are being pinned with a Leverage Pin, you'll notice an extra yellow bar in the mini-game. Stop the slider in the yellow and you'll reverse to a Leverage pin of your own.

Caution

Be aware of your position relative to the ropes! If you attempt a pinfall or submission near the ropes, your opponent may score a rope break, negating the attempt. Drag your grounded opponent closer to the center of the ring and pin him or her there, instead.

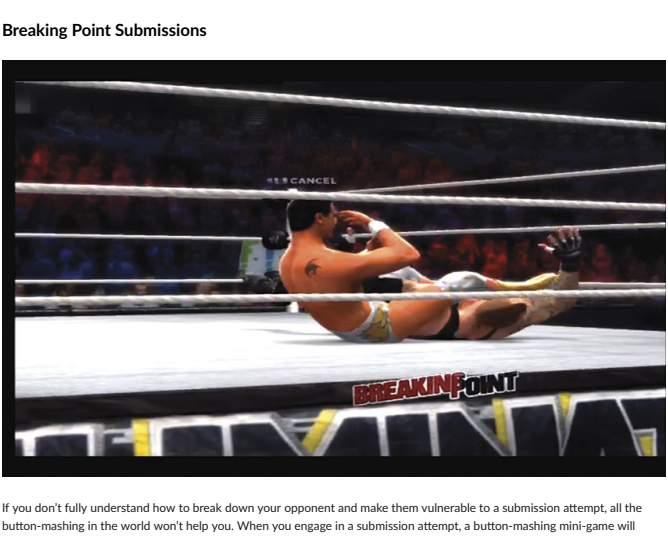
Action/Move	Xbox 360	PlayStation 3
Pin	near grounded opponent	near grounded opponent

Pinfall Mini-game



When your opponent attempts a pin, a mini-game will show up on screen. Hold grapple and release it when the meter enters the blue area to escape the pinfall attempt. As you take more damage, the blue area will shrink, eventually becoming a tiny sliver and making it very difficult to escape the pin.

Breaking Point Submissions



If you don't fully understand how to break down your opponent and make them vulnerable to a submission attempt, all the button-mashing in the world won't help you. When you engage in a submission attempt, a button-mashing mini-game will show up on the screen. An outline of the words "Breaking Point" serve as a meter for the mini-game, and the objective is to win by filling the words with red.

Note

To engage an opponent in a submission, you must be either in a chain grapple, near a standing groggy opponent, or near a grounded opponent—unless your Superstar has a submission Finisher.

Submission attempts early in a match will be easily stuffed—you'll notice that the more the body part targeted by a submission is damaged, the more the words "Breaking Point" will be filled when the mini-game starts. Reference the "Limb Targeting System" section of this chapter for details on how to break down body parts.

Action/Move	Xbox 360	PlayStation 3
Engage Breaking Point Submission	Hold	Hold
Win mini-game	Mash	Mash

Tip

Since you have to mash the face buttons to win this tug-of-war, it's better to position both of your thumbs on the face buttons. Abandon the left side of the controller when the mini-game starts and use one thumb for each of the two face buttons. Go nuts.

WWE Universe 3.0

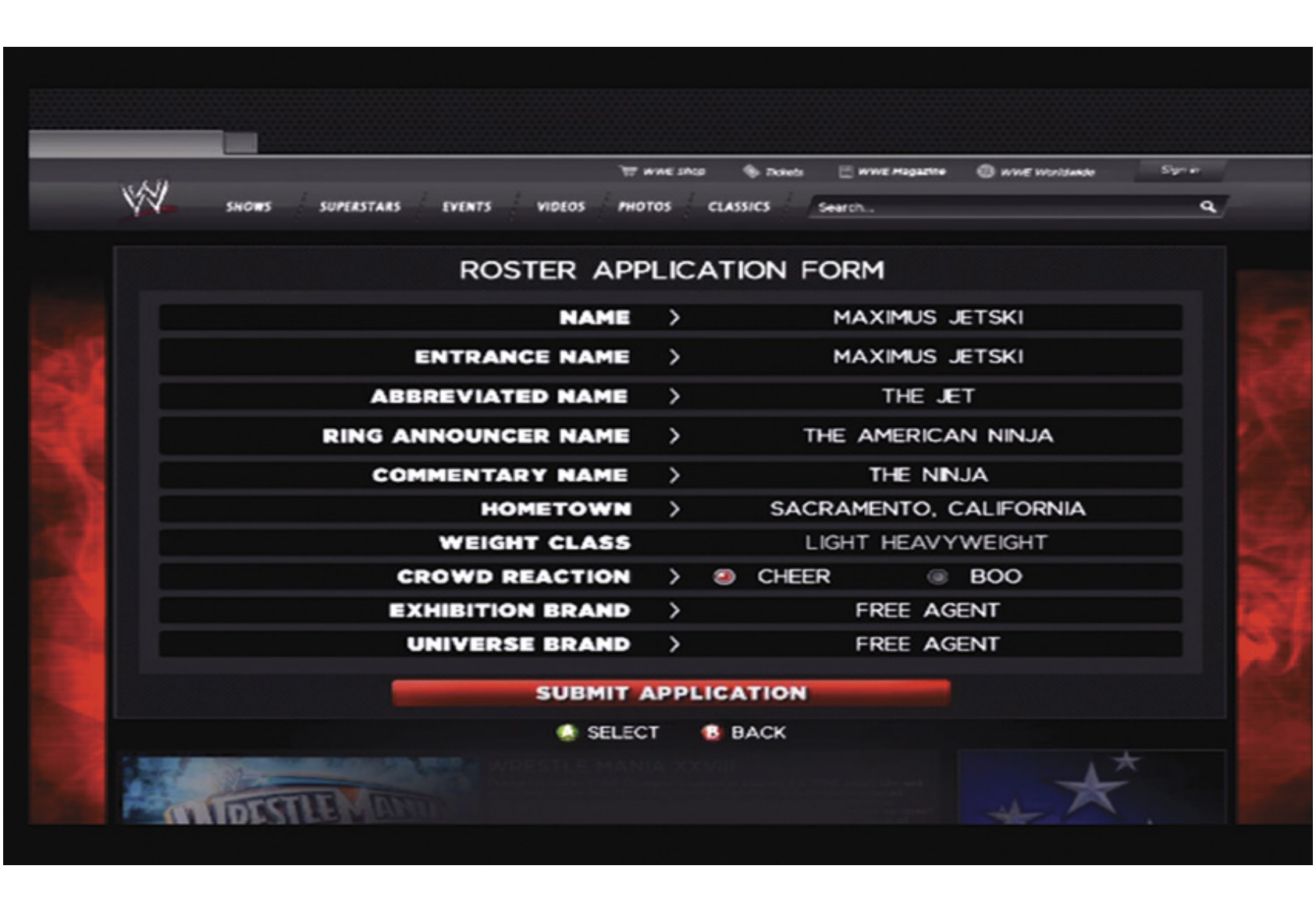
Creations

The WWE franchise is known for bringing players into some of the most immersive creation modes in the video game marketplace. Not only can fans create unique and realistic Superstars like never before, but they can also get creative with the near-endless options for physical features and clothing.

Beyond appearances, players can also customize nearly every aspect of the game experience, including Superstar entrances, move-sets, and Finishers. You can craft and share (via online connection) original stories and custom arenas, and even browse other players' creations online and add those to your collection.

Create A Superstar

A redo of last year's Superstar creation: "The American Ninja" Maximus Jetski! This time he gets a karate gi.



ROSTER APPLICATION FORM

NAME	MAXIMUS JETSKI
ENTRANCE NAME	MAXIMUS JETSKI
ABBREVIATED NAME	THE JET
RING ANNOUNCER NAME	THE AMERICAN NINJA
COMMENTARY NAME	THE NINJA
HOMETOWN	SACRAMENTO, CALIFORNIA
WEIGHT CLASS	LIGHT HEAVYWEIGHT
CROWD REACTION	● CHEER ○ BOO
EXHIBITION BRAND	FREE AGENT
UNIVERSE BRAND	FREE AGENT

Maximus Jetski's "Roster Application Form". This saves your Superstar's details.

Physical Appearance

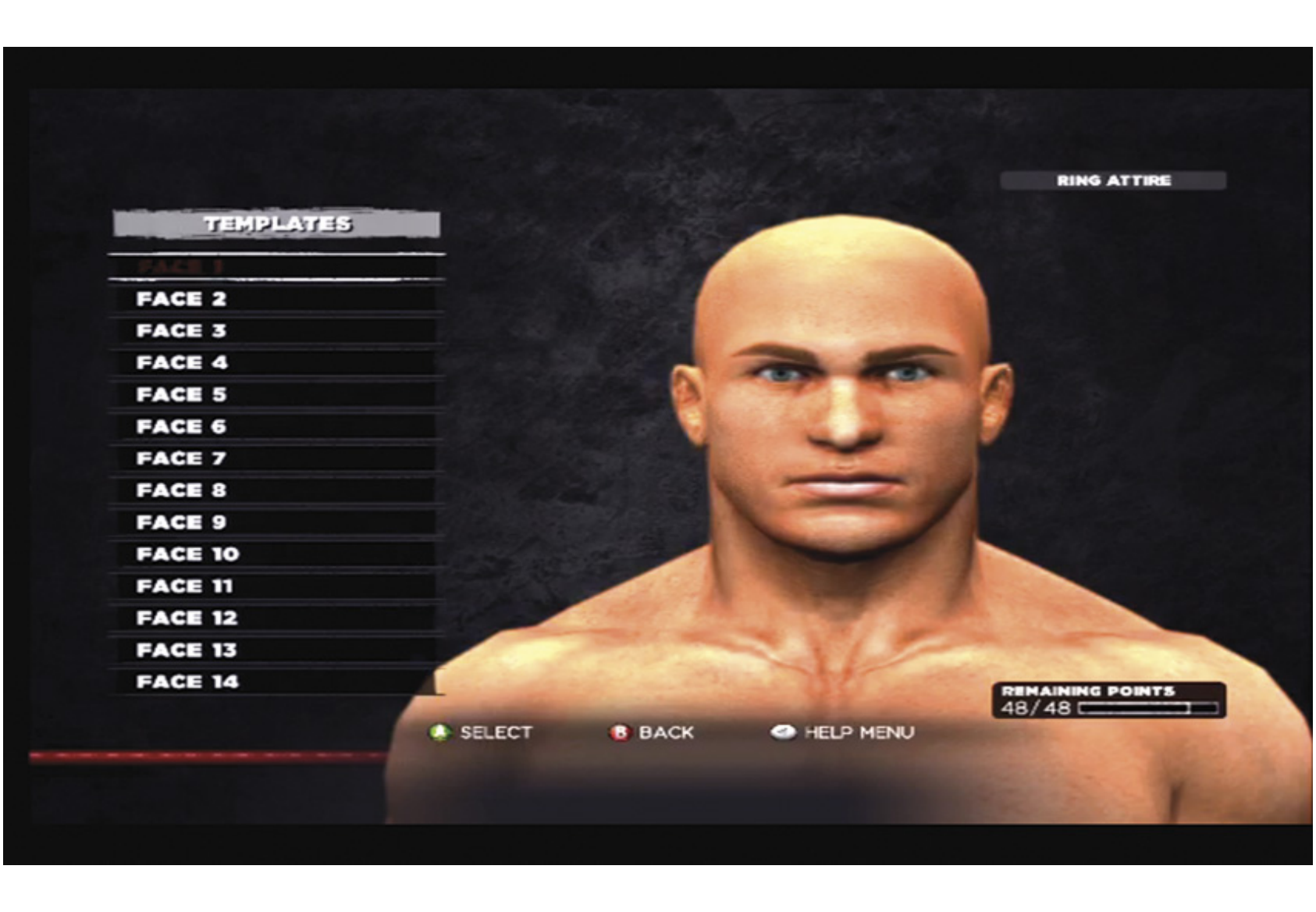
The look of your Superstar can change in size, features, muscling, and attire. Each area can be adjusted using slider bars, allowing you to choose from subtle appearance changes to outrageous ones. You start with 48 points to spend, and each manipulation costs a certain number of points to complete. Keep a close eye on costs as you cycle through the options.

Note

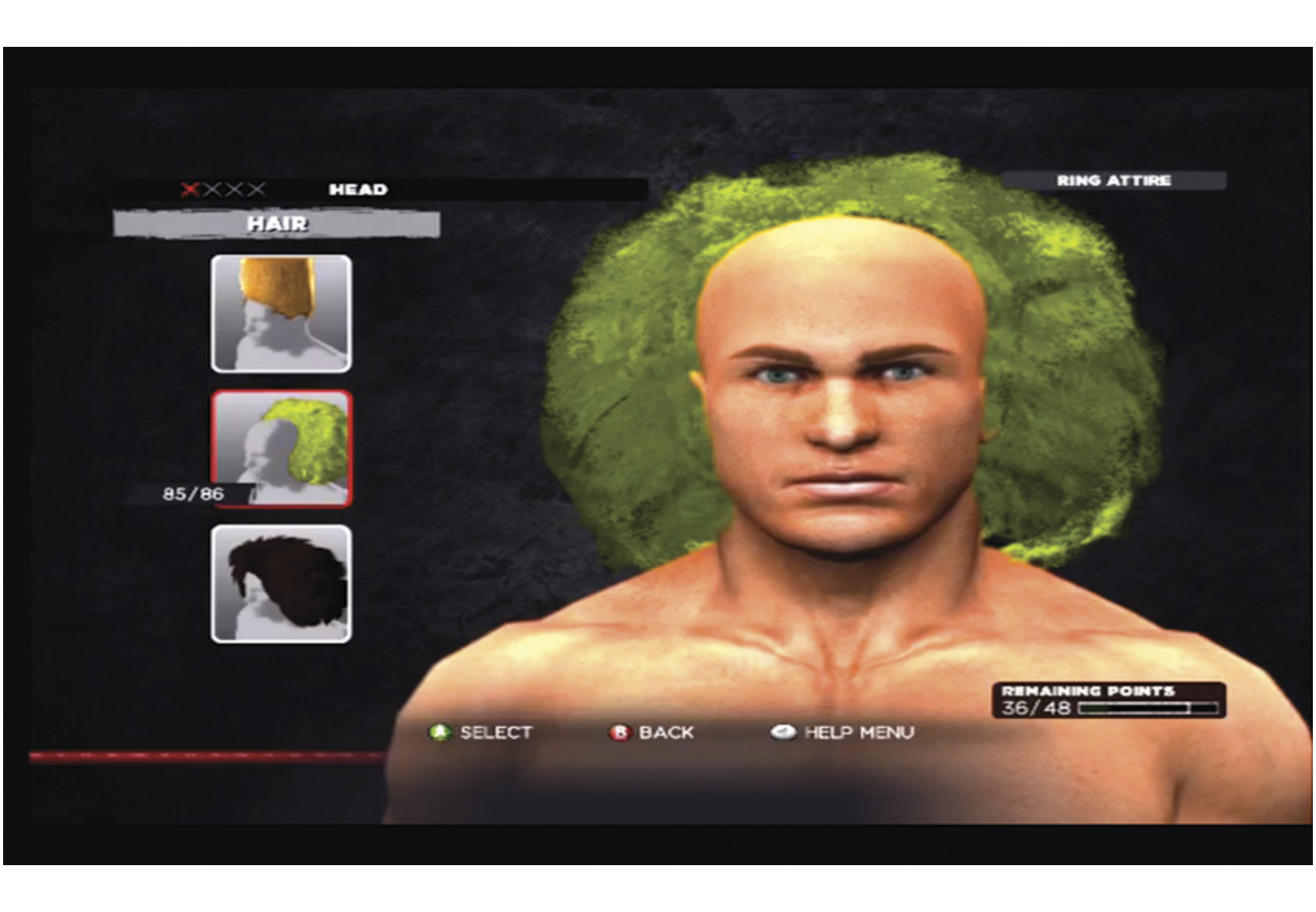
Use the left analog stick to move through the menus and the right analog stick to zoom and rotate your creation. Some slider adjustments will be only visible from a side, back, or front view. The shoulder buttons cycle through the different areas on the body (left to right in the top-left menu).

Head

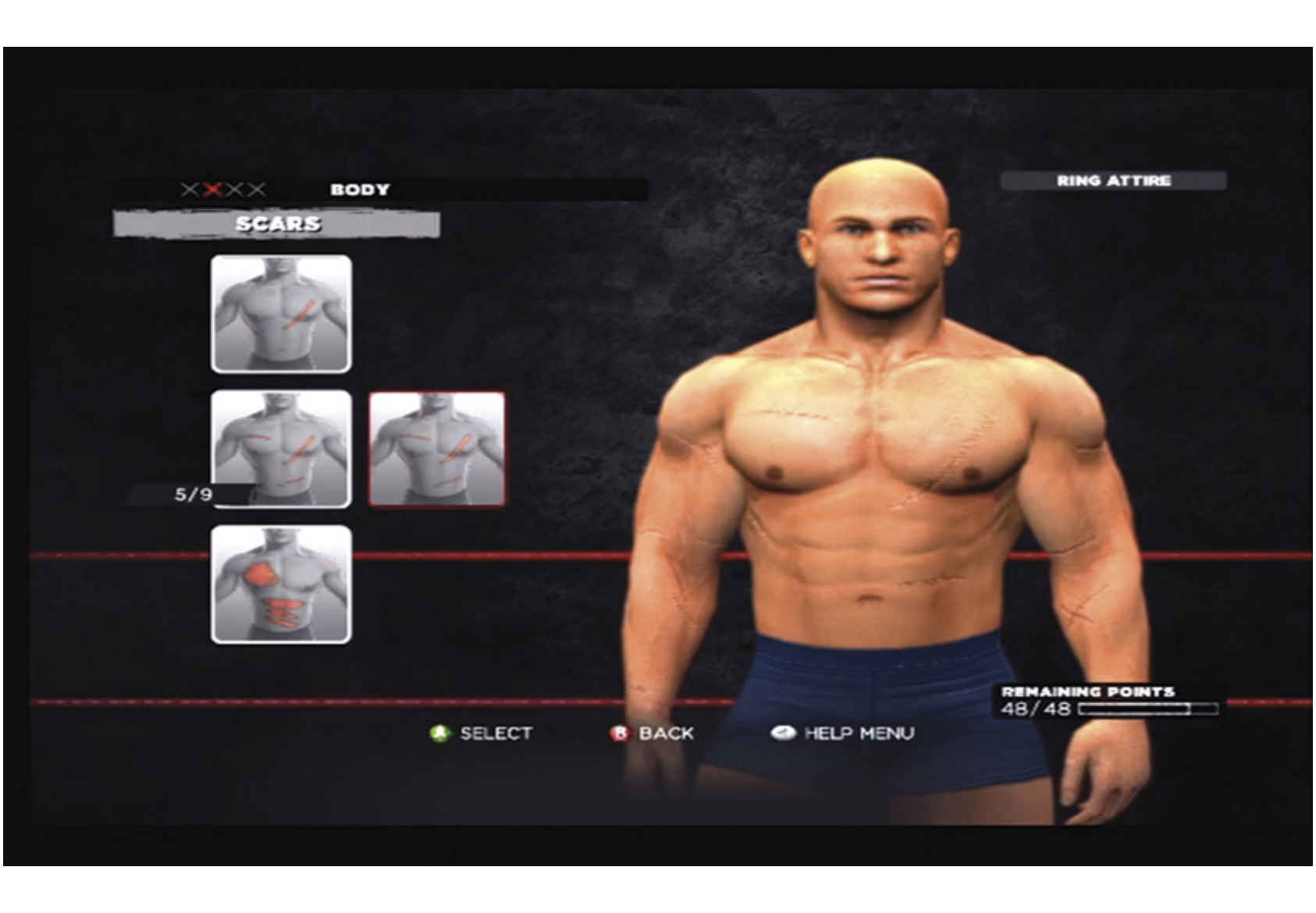
Head, face, hair, marks, and scars can all be modified from the head menu. Cycle through the menu to see all of your options and get a feel for the depth of this creation tool.



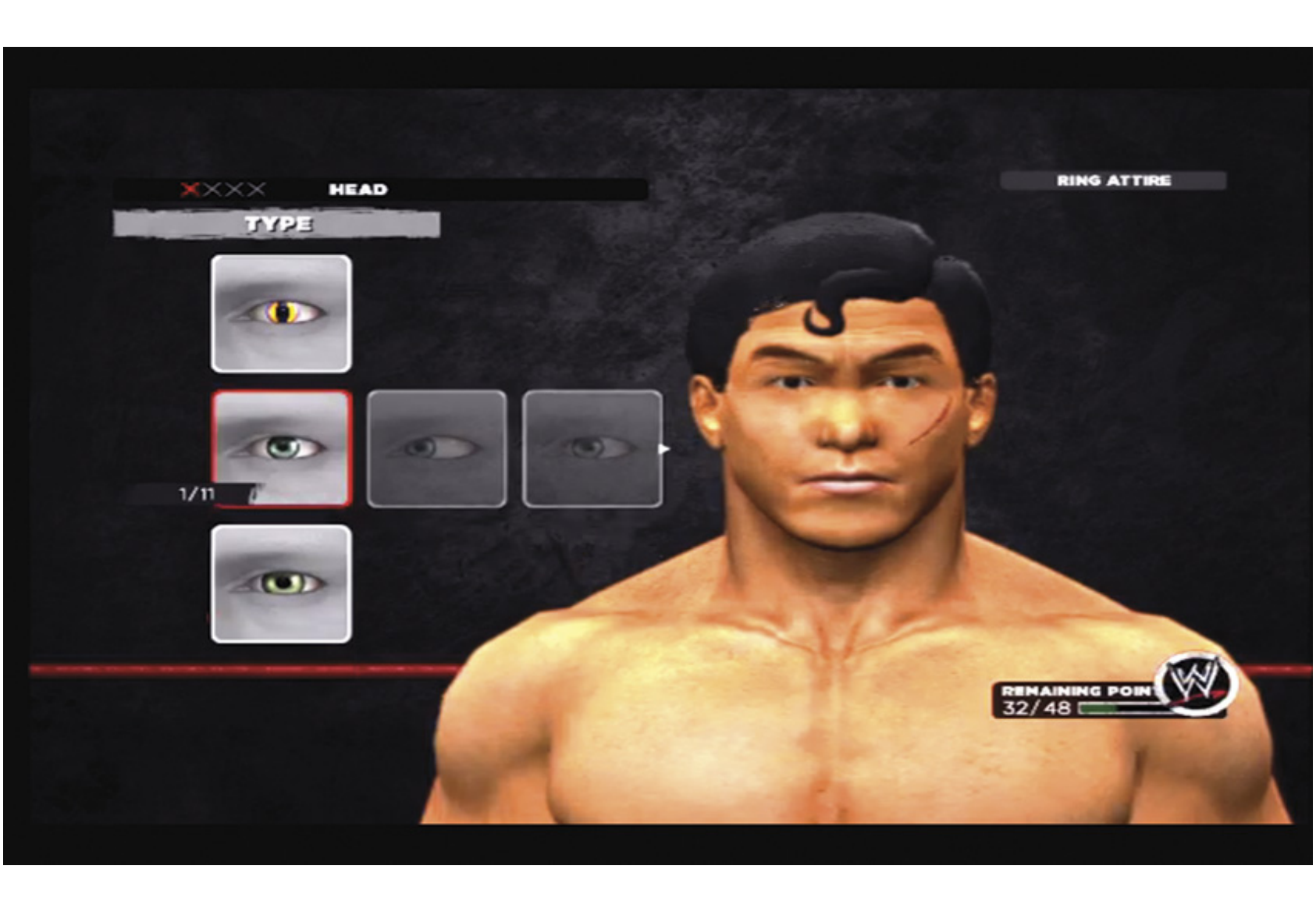
Face template and Age



Hair



Marks and Scars

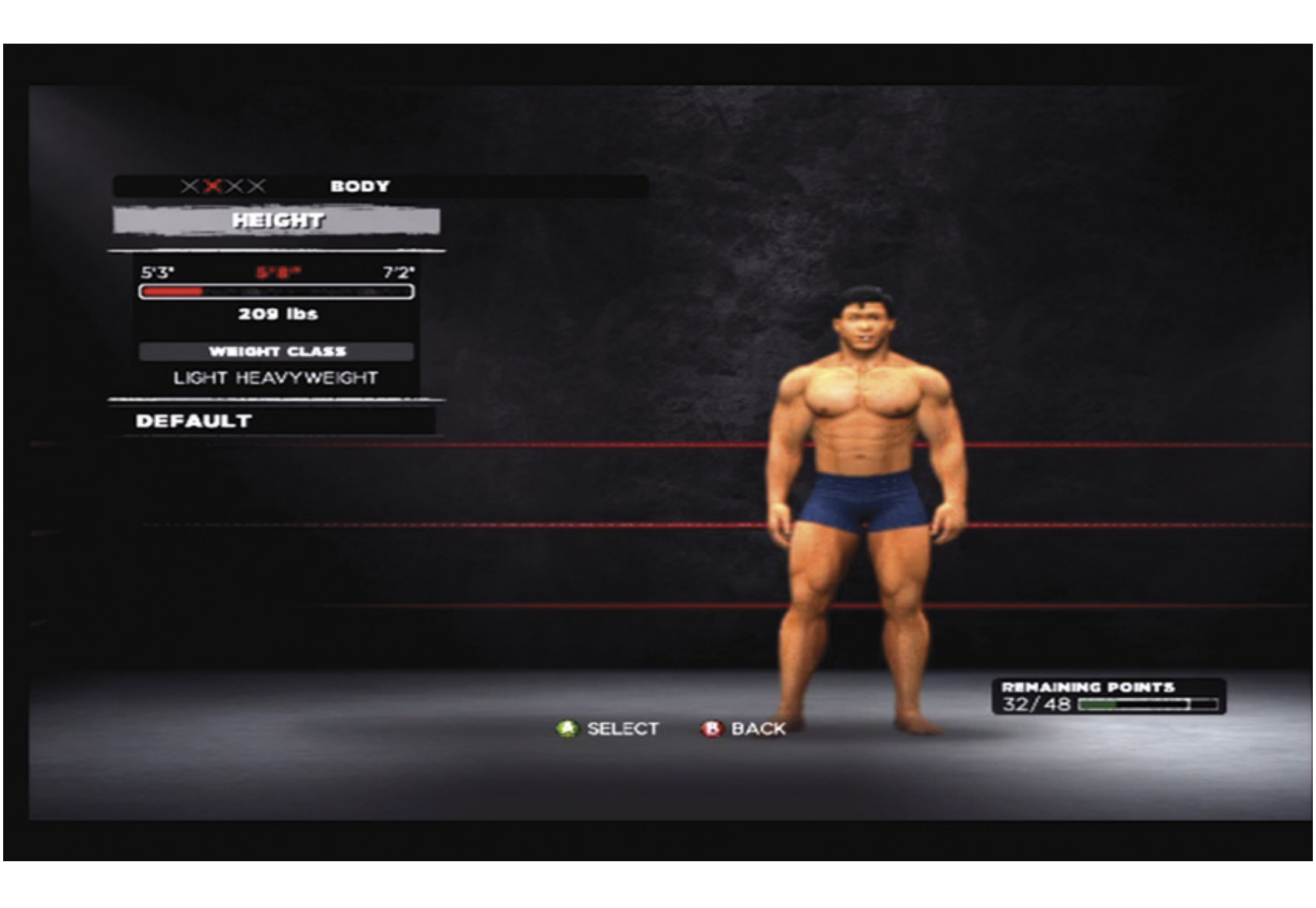


Eyes, Eyelashes, Eyebrows, Ears, Nose, and Mouth

Note

For the algebraically-challenged: in moving around some features on the face you'll be asked to use the x-axis (left to right) and the y-axis (up and down). Math lesson, no extra charge.

Body: Height & Weight



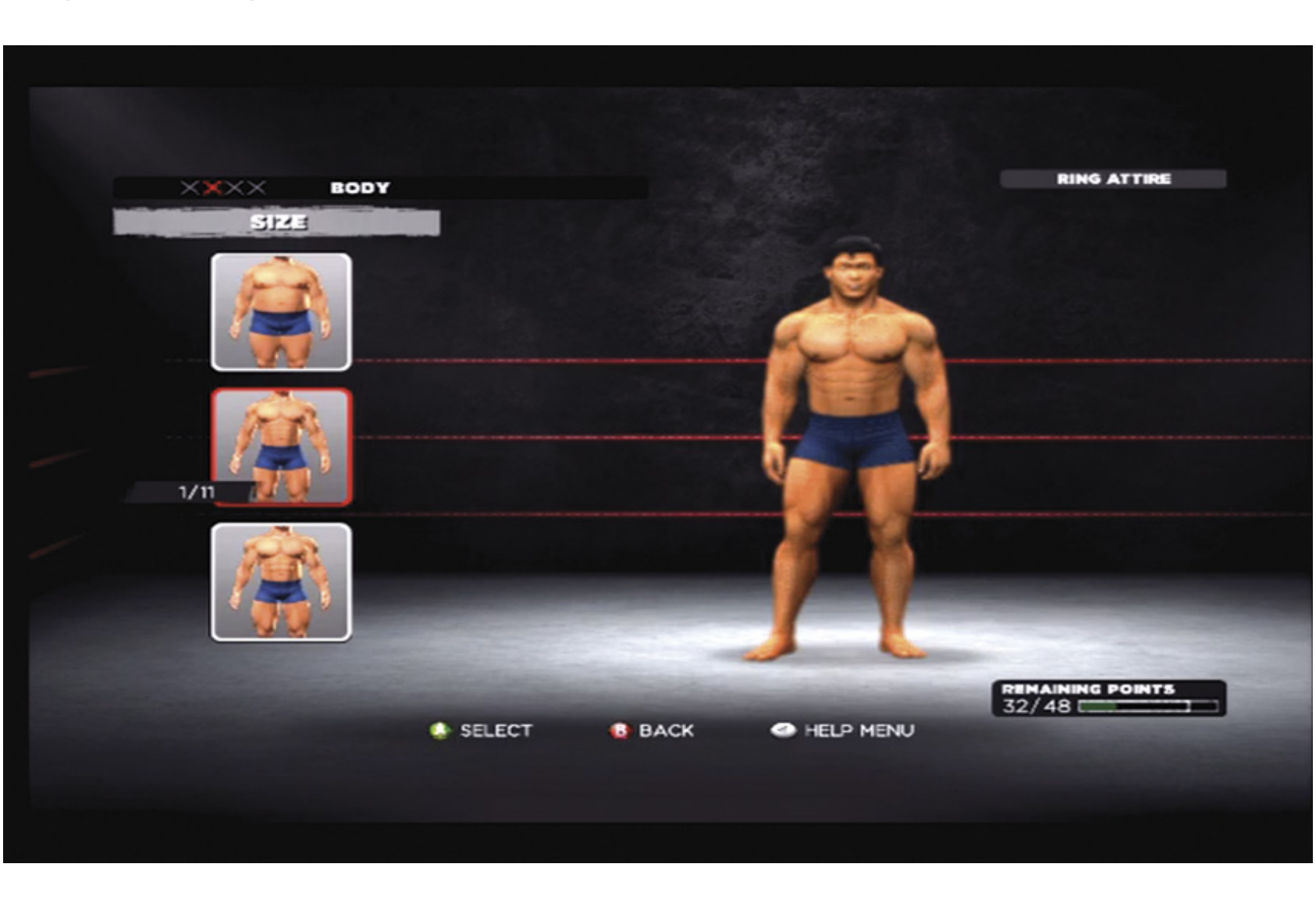
Here you can customize your height and weight. By choosing these stats, you also (by default) select your weight class. Different weight classes have certain attribute strengths in the ring. You'll access the attribute sliders right before you finalize your Superstar, but take into consideration what kind of Superstar you want to create. Whether you choose to create a big bruiser like Big Show, or a high-flying luchador like Sin Cara, deciding on an appropriate weight class is important. Selecting a smaller weight class will limit your power, but will allow for a speedy and agile Superstar. Selecting one of the bigger weight classes will open up the best power and durability options for your Superstar, but they'll be slower. The other attributes (Recovery, Charisma and Tag Team) can be maxed out.

Maximum Superstar and Diva Attribute Ratings By Weight Class

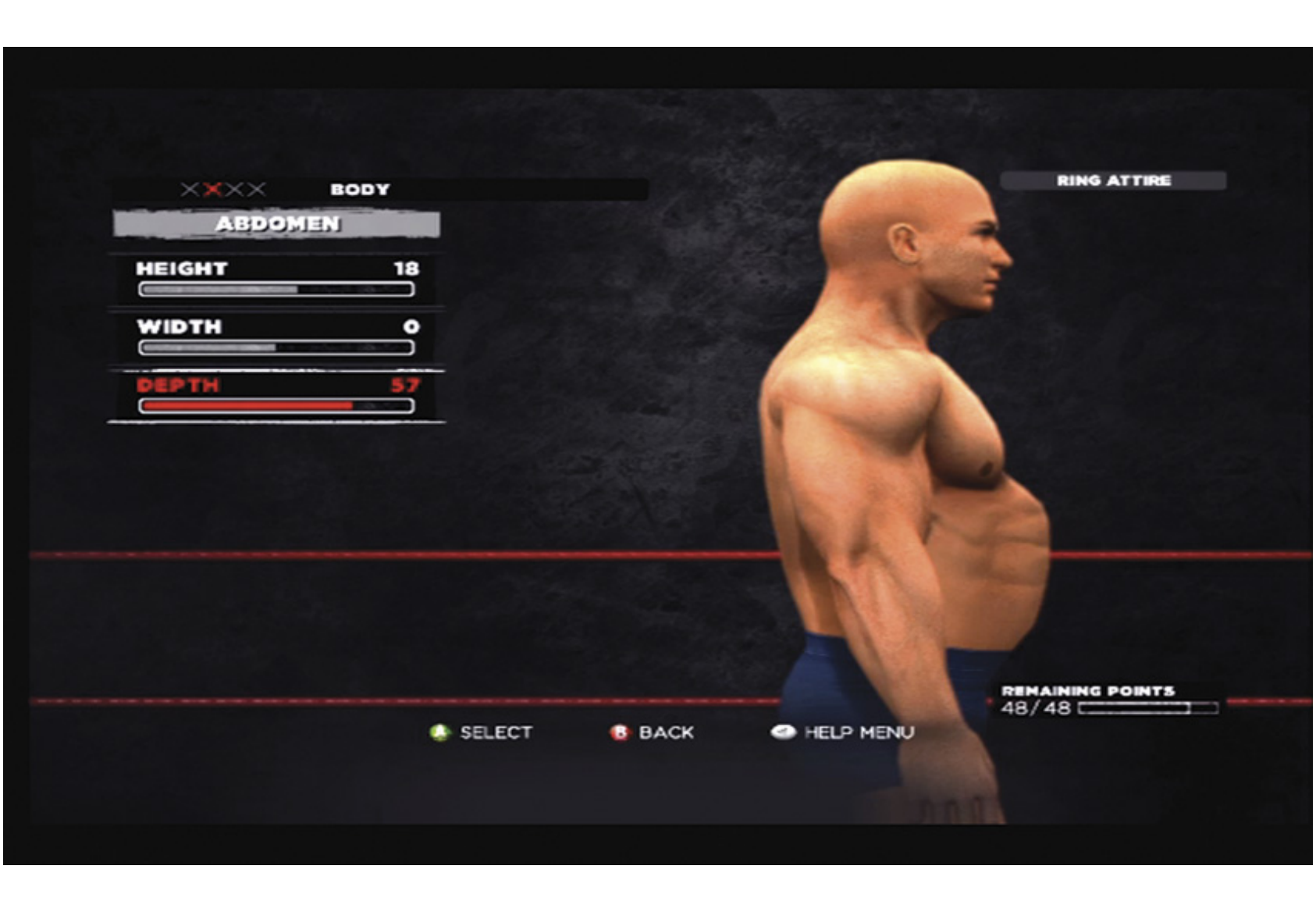
- **HW** -Heavyweight
- **LHW** -Light Heavyweight
- **SHW** -Super Heavyweight
- **CW** -Cruiserweight
- **FW (D)** -Featherweight (Diva)

Weight Class	Strike Power	Grapple Power	Submission	Strike Defense	Grapple Defense	Speed	Jump	Agility	Adrenaline	Recovery	To
FW (D)	80	75	90	100	100	100	100	100	100	100	90
CW	80	75	90	100	100	100	100	100	100	100	90
LHW	80	80	95	95	95	95	100	95	95	100	95
HW	90	90	100	90	90	85	80	85	90	90	100
SHW	100	100	100	80	80	75	70	75	80	80	100

Body: Size & Shape



Selecting a Size picks your muscle template.

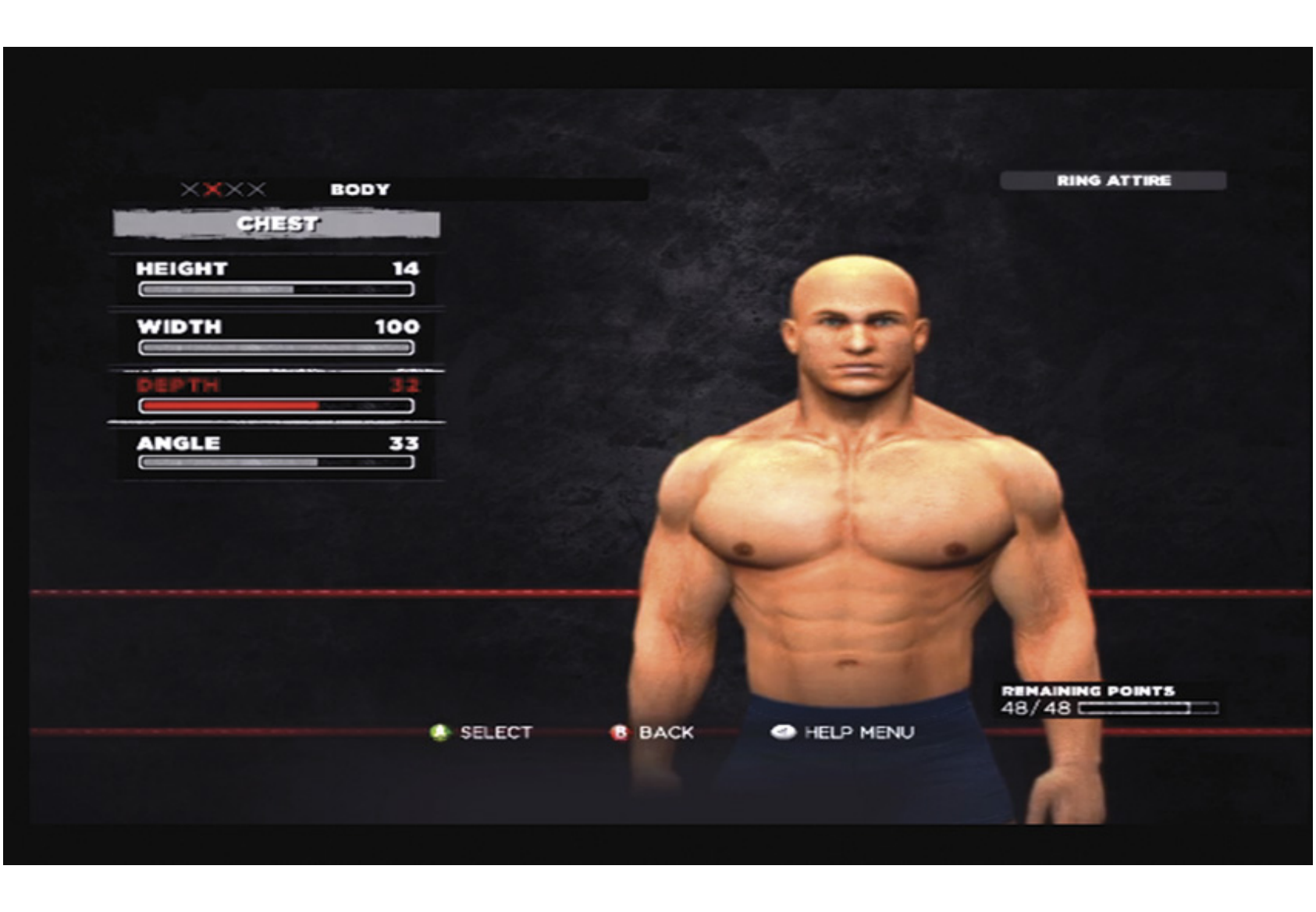


ABDOMEN

HEIGHT	18
WIDTH	0
DEPTH	57

Manipulating the Shape features allows you to tweak body part details.

Select the body size for your Superstar. Should they be built like Brodus Clay, or maybe more like David Otunga? Once you've decided, move on to the Shape menu to customize every detail of your Superstar's body. Typically, you'll be able to modify the length, width, height, depth, or angle of each body part or muscle group, but your options will vary depending on the area you're customizing.



CHEST

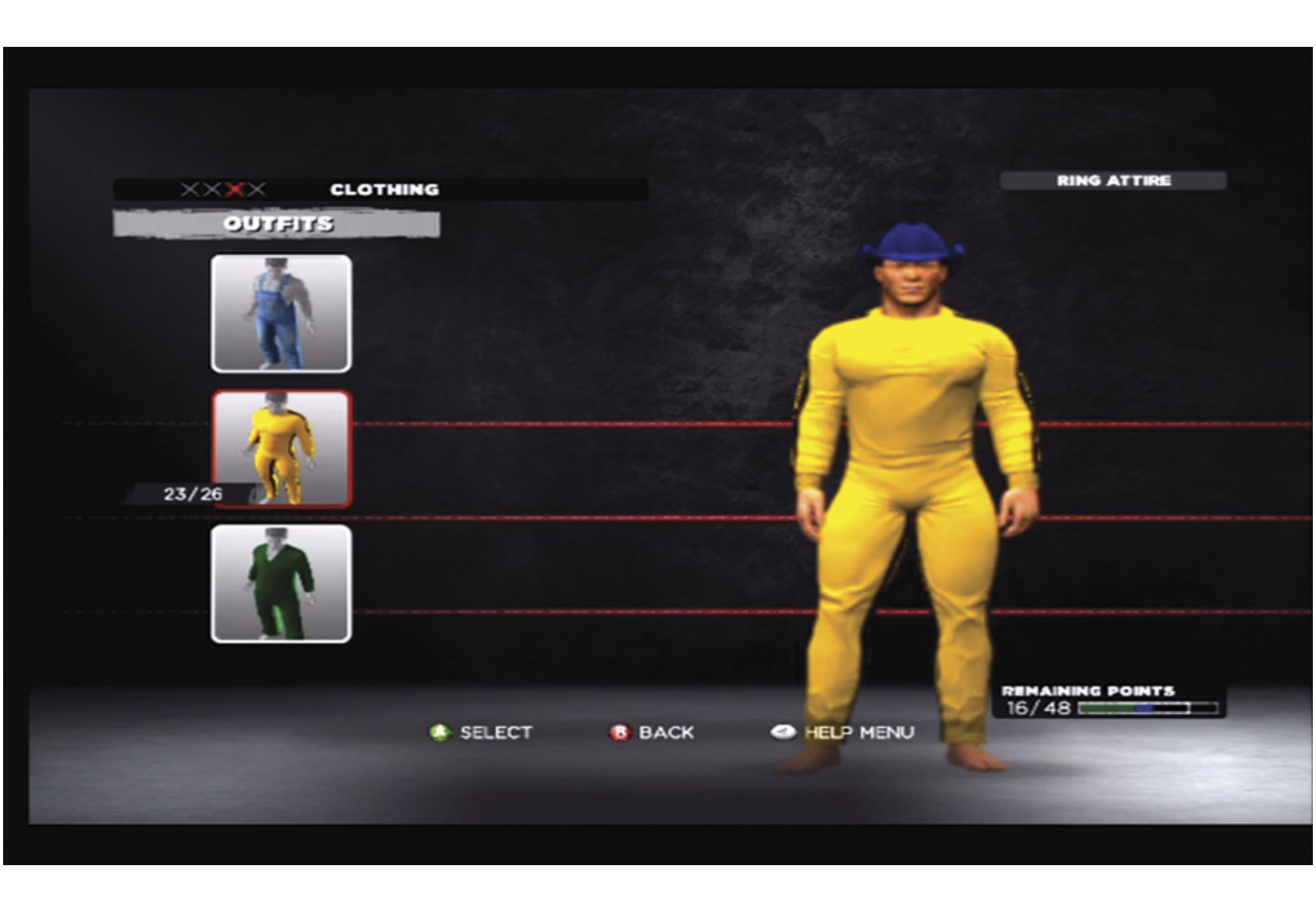
HEIGHT	14
WIDTH	100
DEPTH	32
ANGLE	33

Chest… Abs… You get the idea…

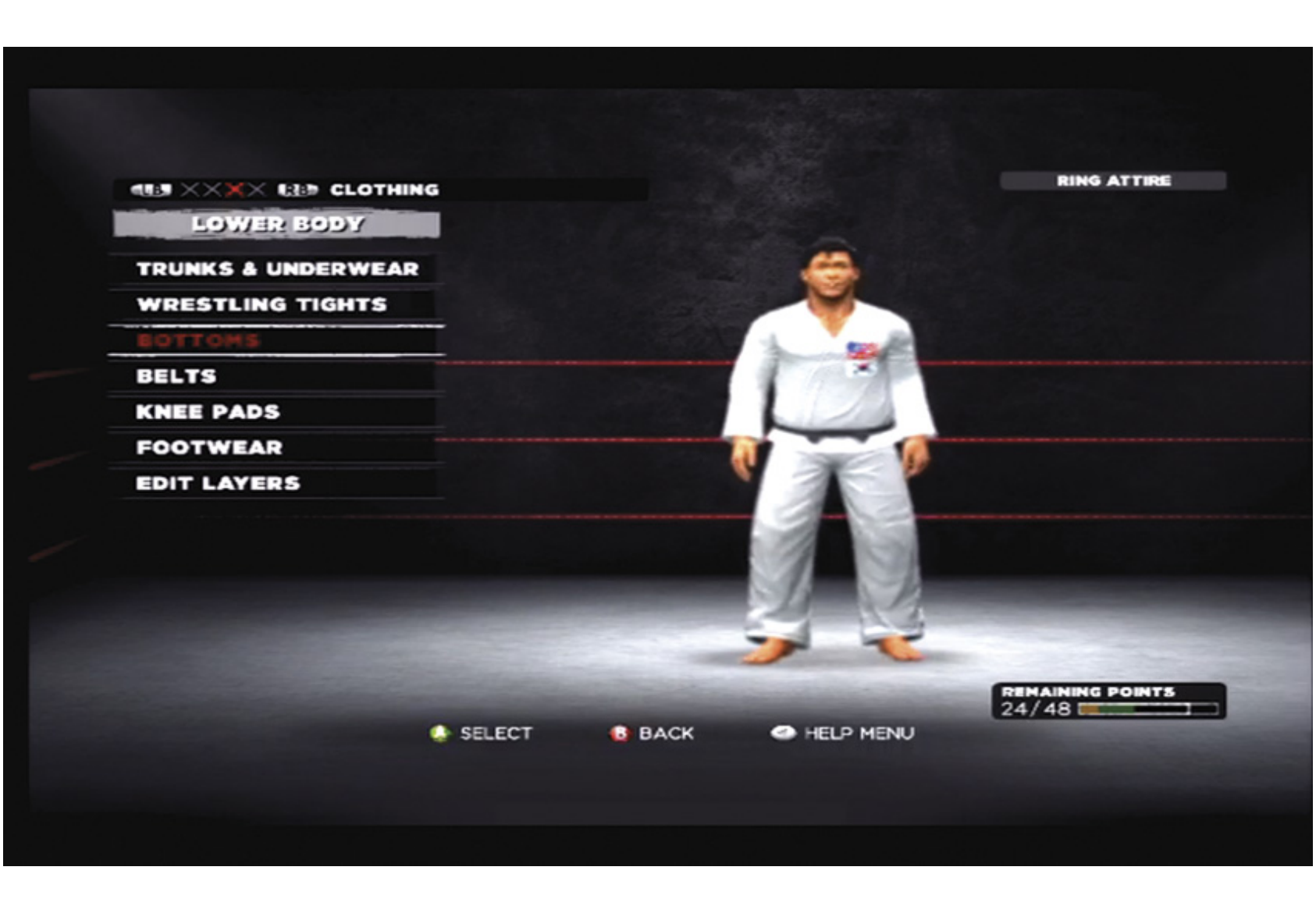
Clothing

When creating a proper ensemble for your Superstar, remember that you'll have to choose Ring Attire for their in-ring exploits, Entrance Attire for their walk down the ramp to the ring, and Cinematic Attire for their starring role in any of the dramatic cutscenes.

There are plenty of options for each kind of attire, so cycle through and check them out. You can also grab some templates to make it easy.



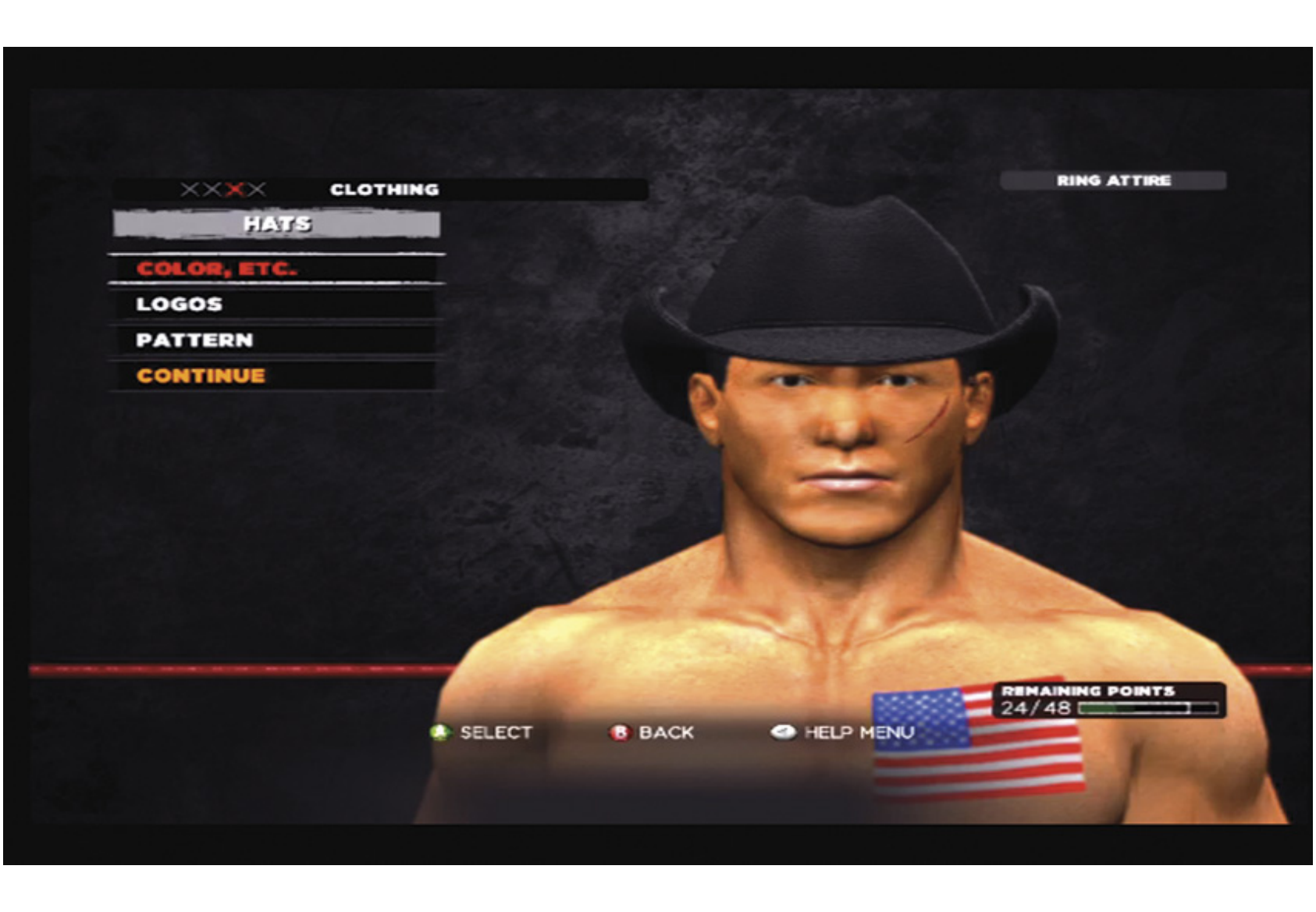
Instead of our hero's classic "Game of Death"…



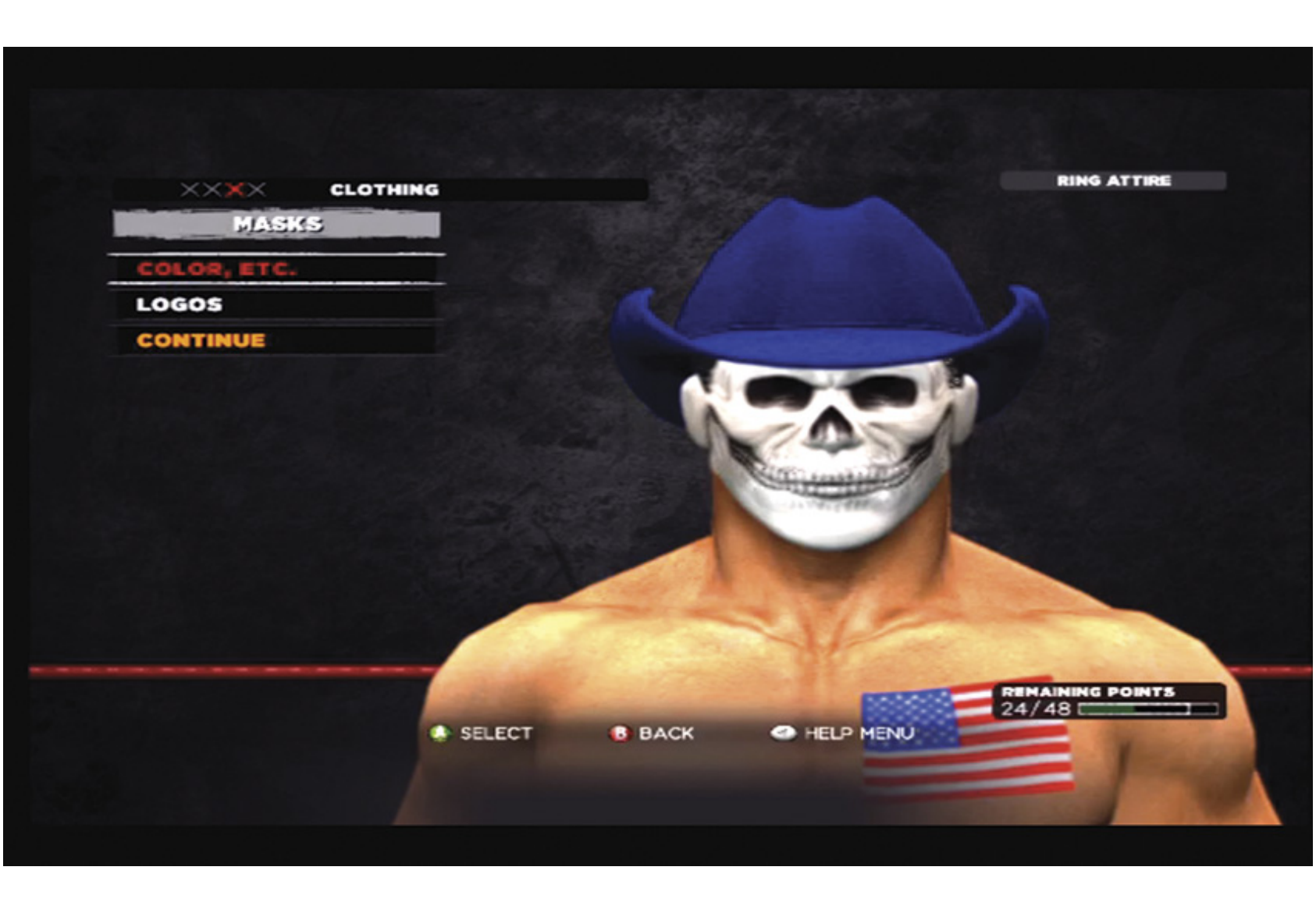
…We settled on a clean karate gi. "Yes… a black belt."

Note

Create Ring Attire, Entrance Attire, and Cinematic Attire for your Superstar by moving over to the "Other" menu on the top-left of the screen. Whichever Attire your are editing will be grayed out on the menu.

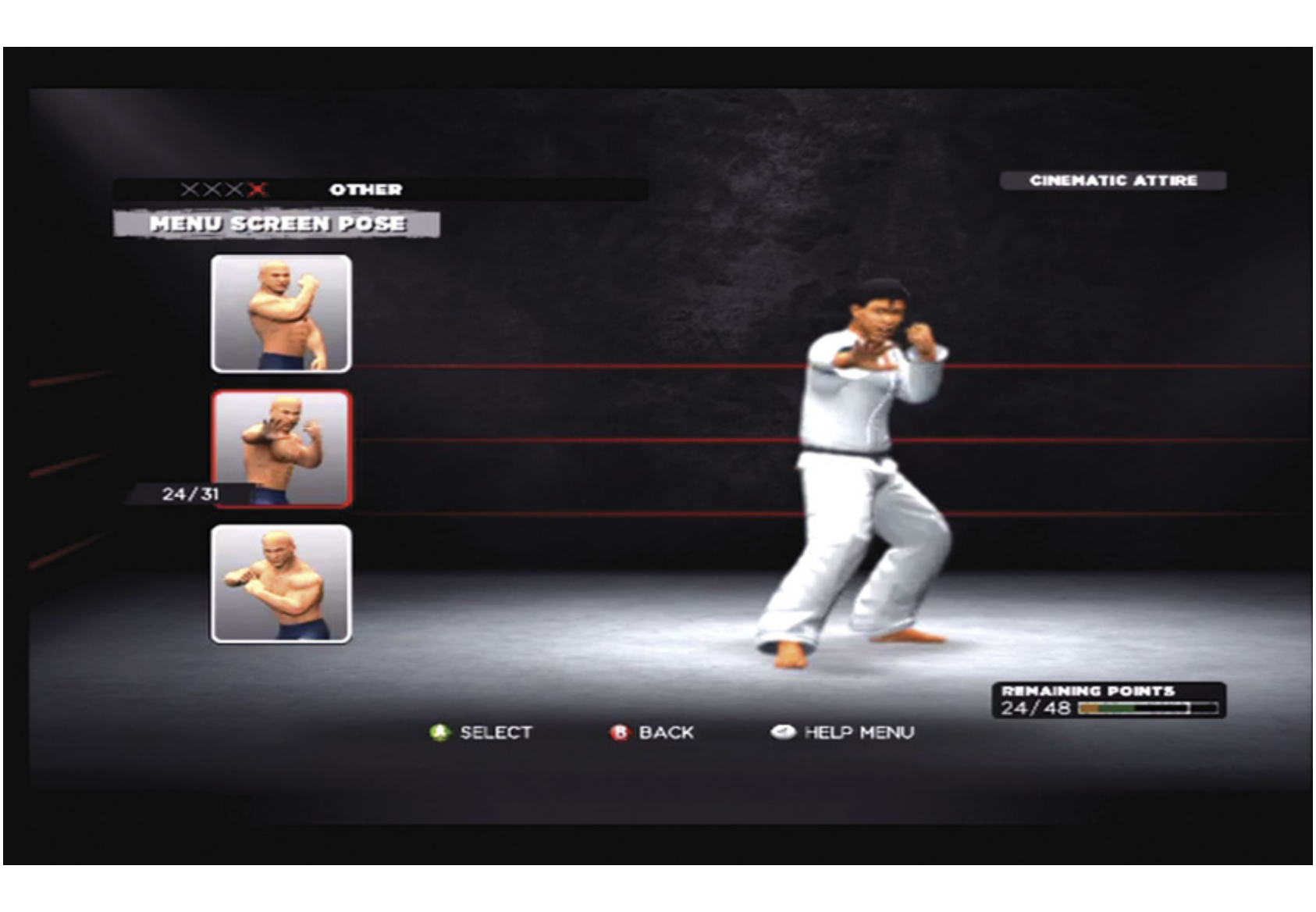


Cowboy Hat!

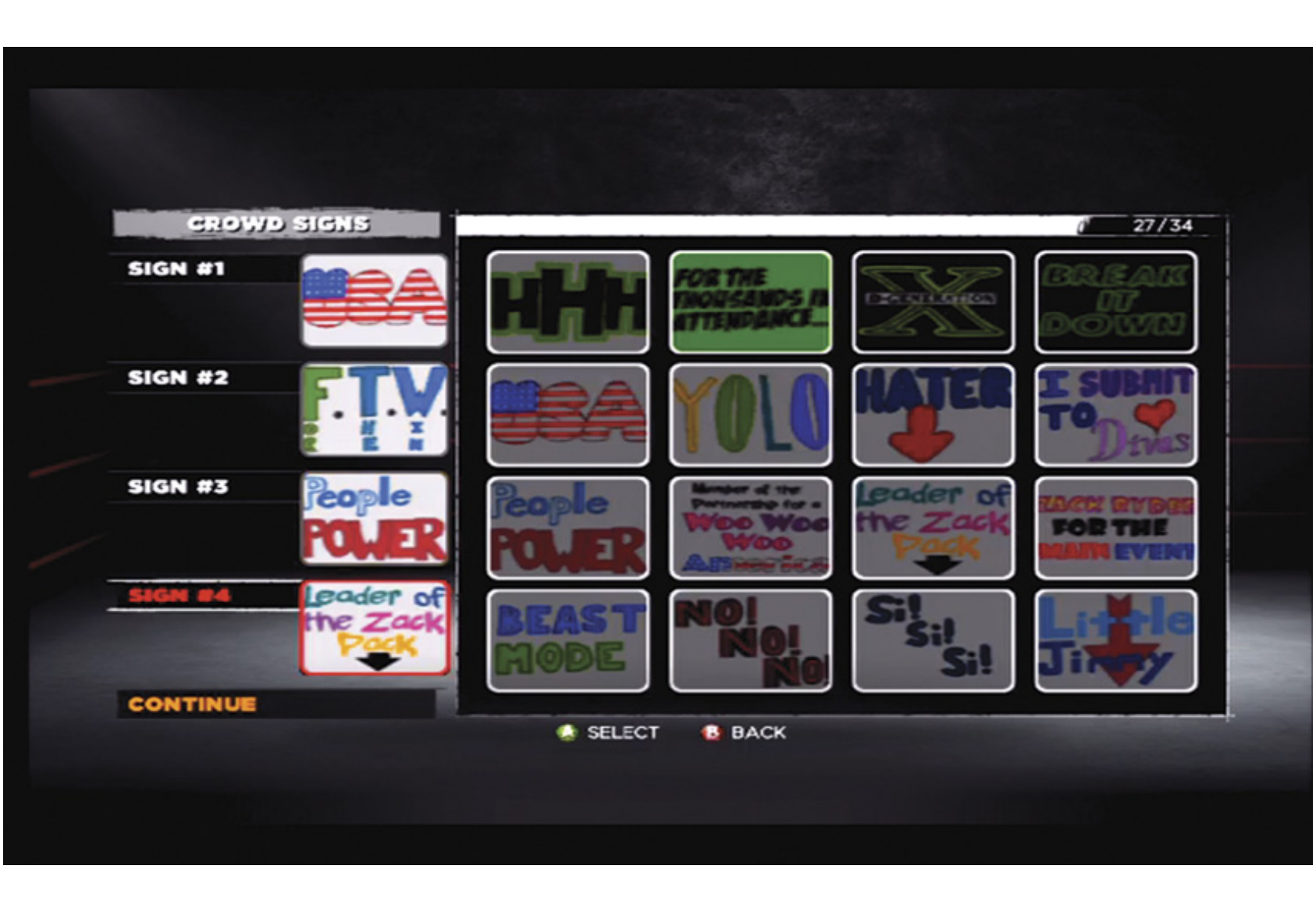


Masks

Menu Screen Pose and Crowd Signs

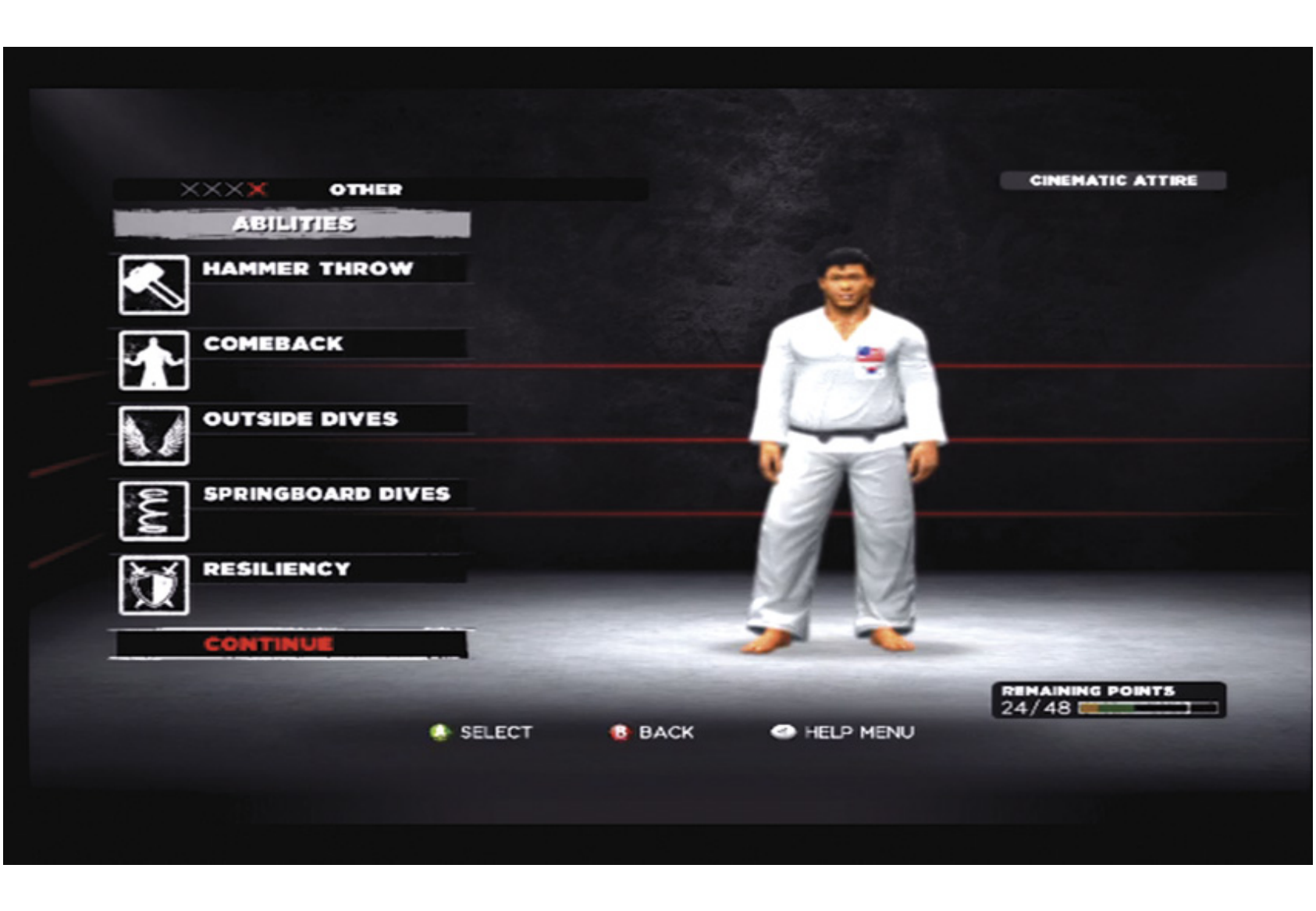


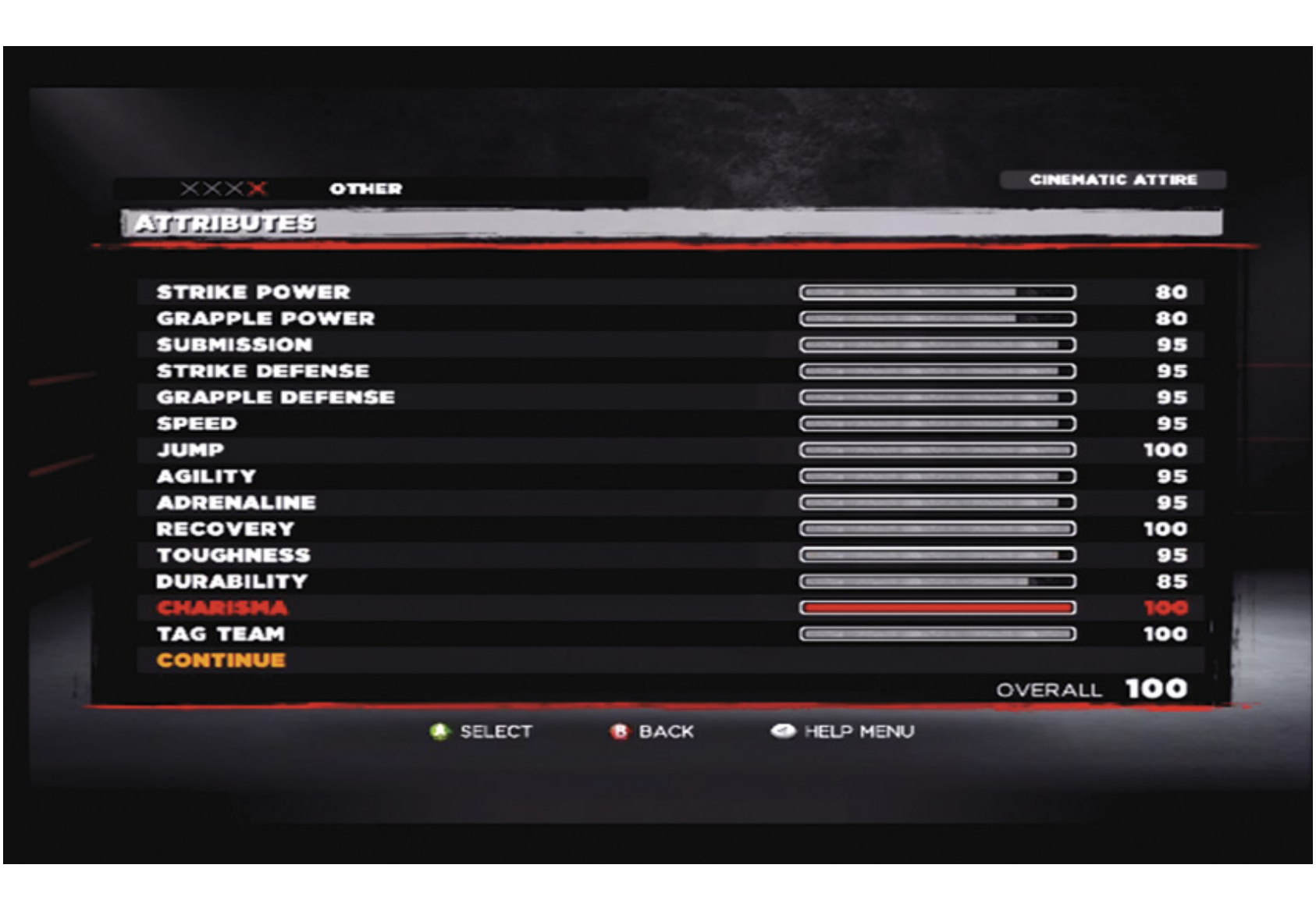
Walk on my friend!



Choose a pose for your Superstar that will show up in the menu. You can also choose signs for the crowd that will represent you!

Abilities & Attributes



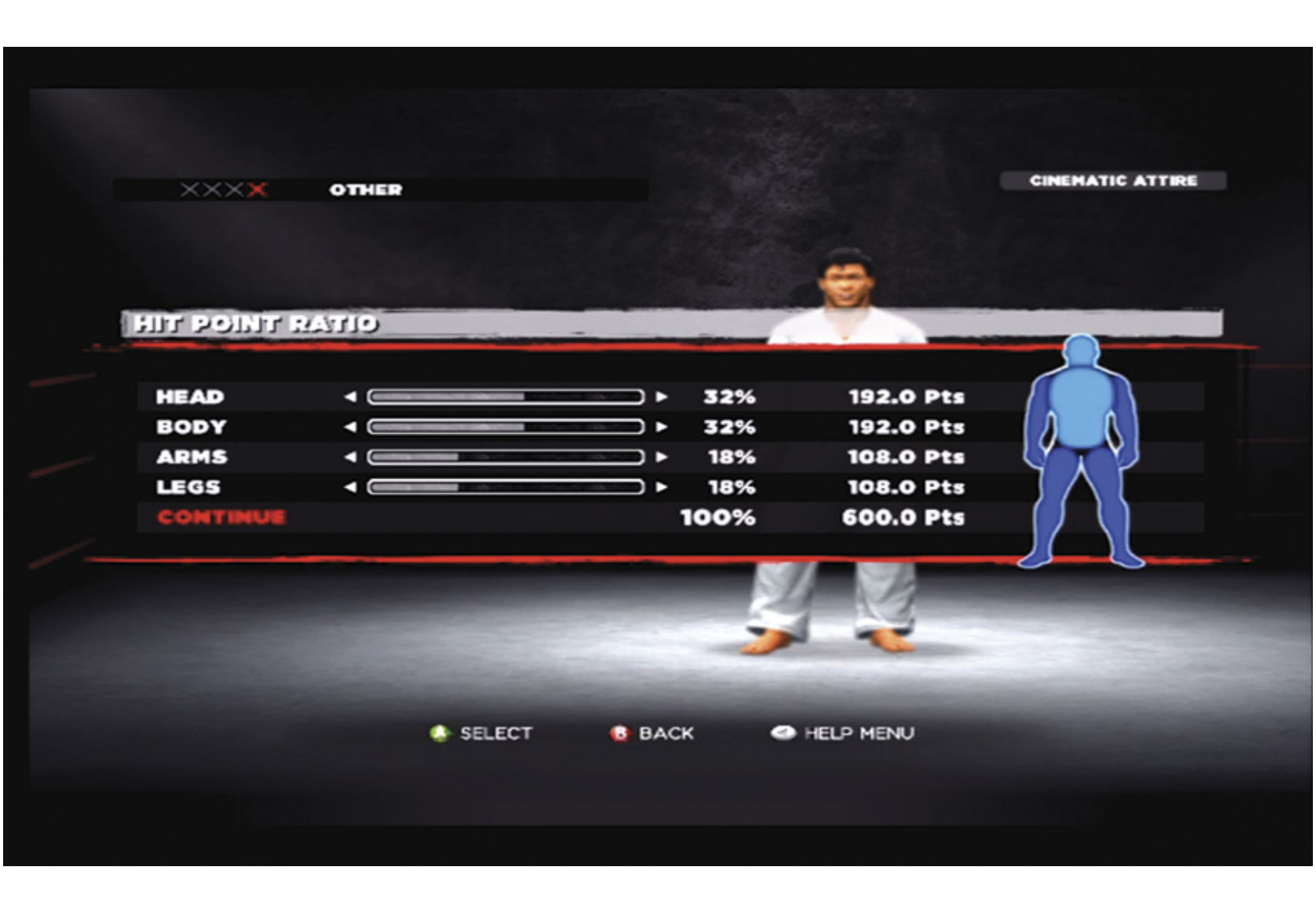


ATTRIBUTES

STRIKE POWER	80
GRAPPLE POWER	80
SUBMISSION	95
STRIKE DEFENSE	95
GRAPPLE DEFENSE	95
SPEED	95
JUMP	100
AGILITY	95
ADRENALINE	95
RECOVERY	100
TOUGHNESS	95
DURABILITY	85
CHARISMA	100
TAG TEAM	100

OVERALL 100

Here you can customize your attributes and abilities. You can choose from abilities like Hammer Throw, Comeback, Outside Dives, Springboard Dives, and Resiliency. Adjust the attribute sliders (the maximum for each slider may differ based on your Superstar's weight class) and keep an eye on your overall rating until you're happy with your customized stats.

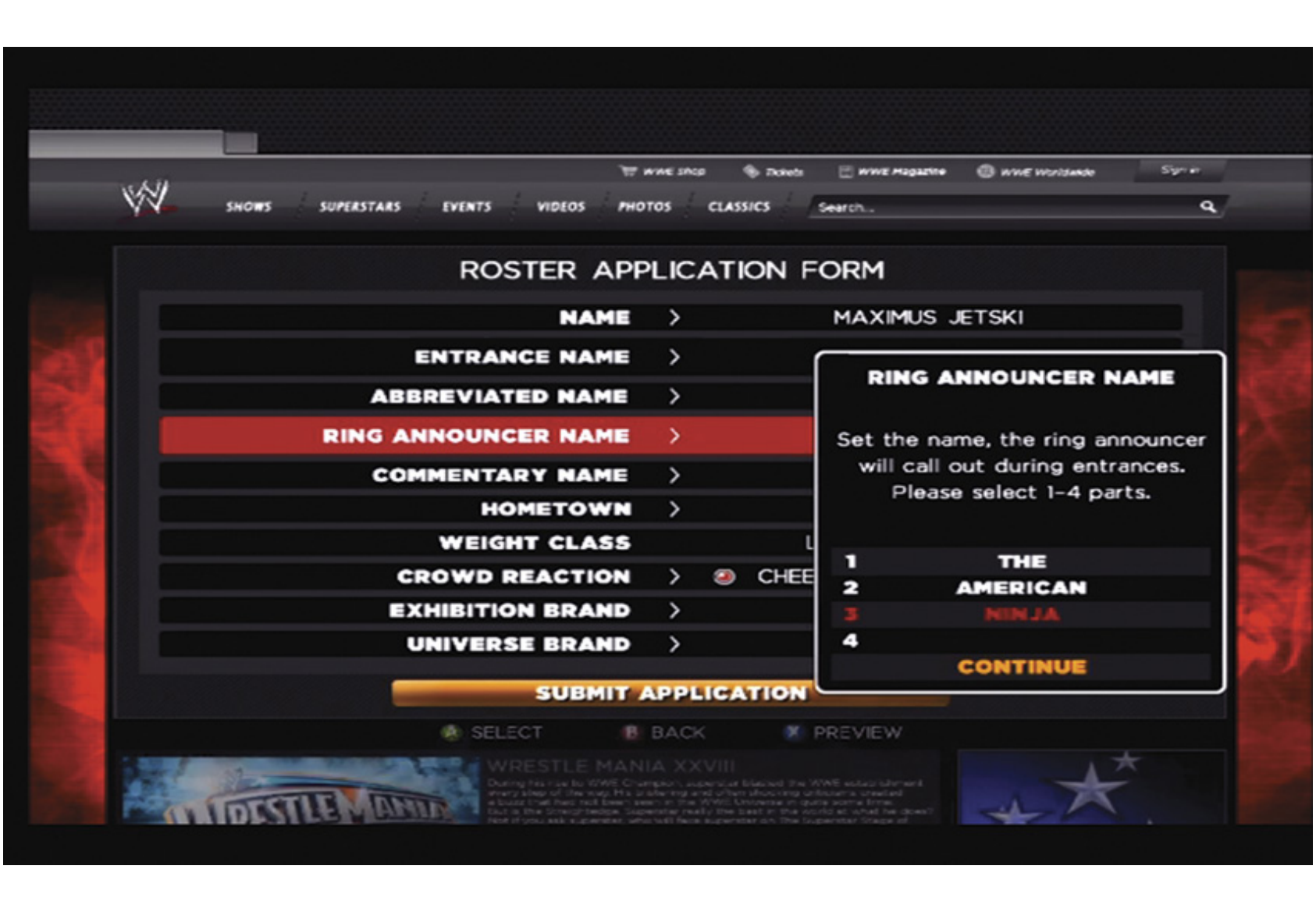


HIT POINT RATIO

HEAD	32%	192.0 Pts
BODY	32%	192.0 Pts
ARMS	18%	108.0 Pts
LEGS	18%	108.0 Pts
	100%	600.0 Pts

After that is set, assign HP percentages to the different parts of your Superstar's body. Your total HP depends on what kind of Superstar you've created. The minimum you can assign to any part is 15 percent, and all the parts combined must total 100 percent.

Finalize



ROSTER APPLICATION FORM

NAME	MAXIMUS JETSKI
ENTRANCE NAME	
ABBREVIATED NAME	
RING ANNOUNCER NAME	
COMMENTARY NAME	
HOMETOWN	
WEIGHT CLASS	
CROWD REACTION	CHEE
EXHIBITION BRAND	
UNIVERSE BRAND	

RING ANNOUNCER NAME

Set the name, the ring announcer will call out during entrances. Please select 1-4 parts.

1 THE
2 AMERICAN
3 NINJA
4

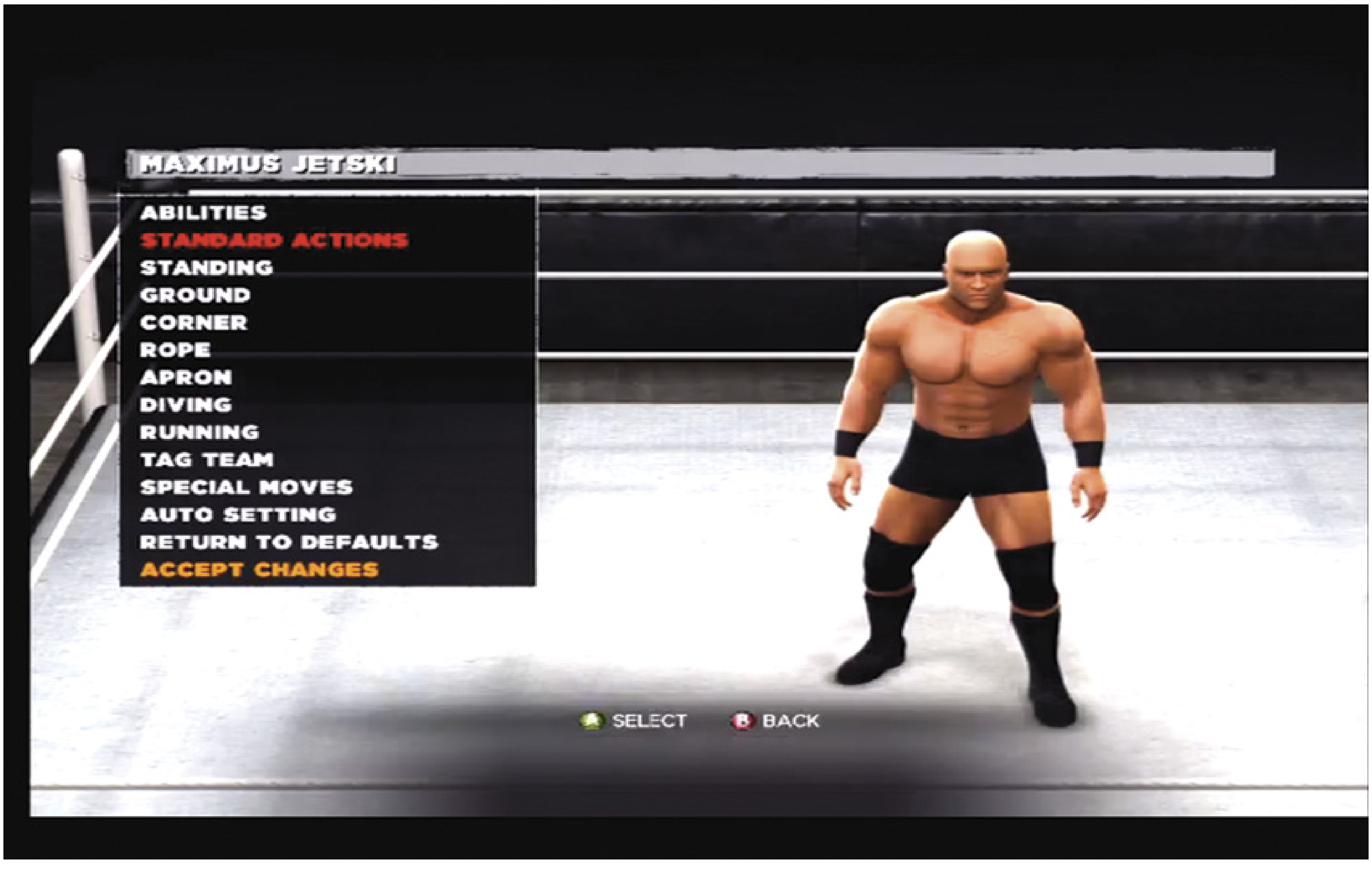
In the Finalize screen you'll complete your Roster Application Form. You can name your Superstar, create an abbreviated name, and select which nicknames the announcers will use during your matches. Select your cheers or boos, and finally, decide what show you're a part of.

WWE Universe 3.0

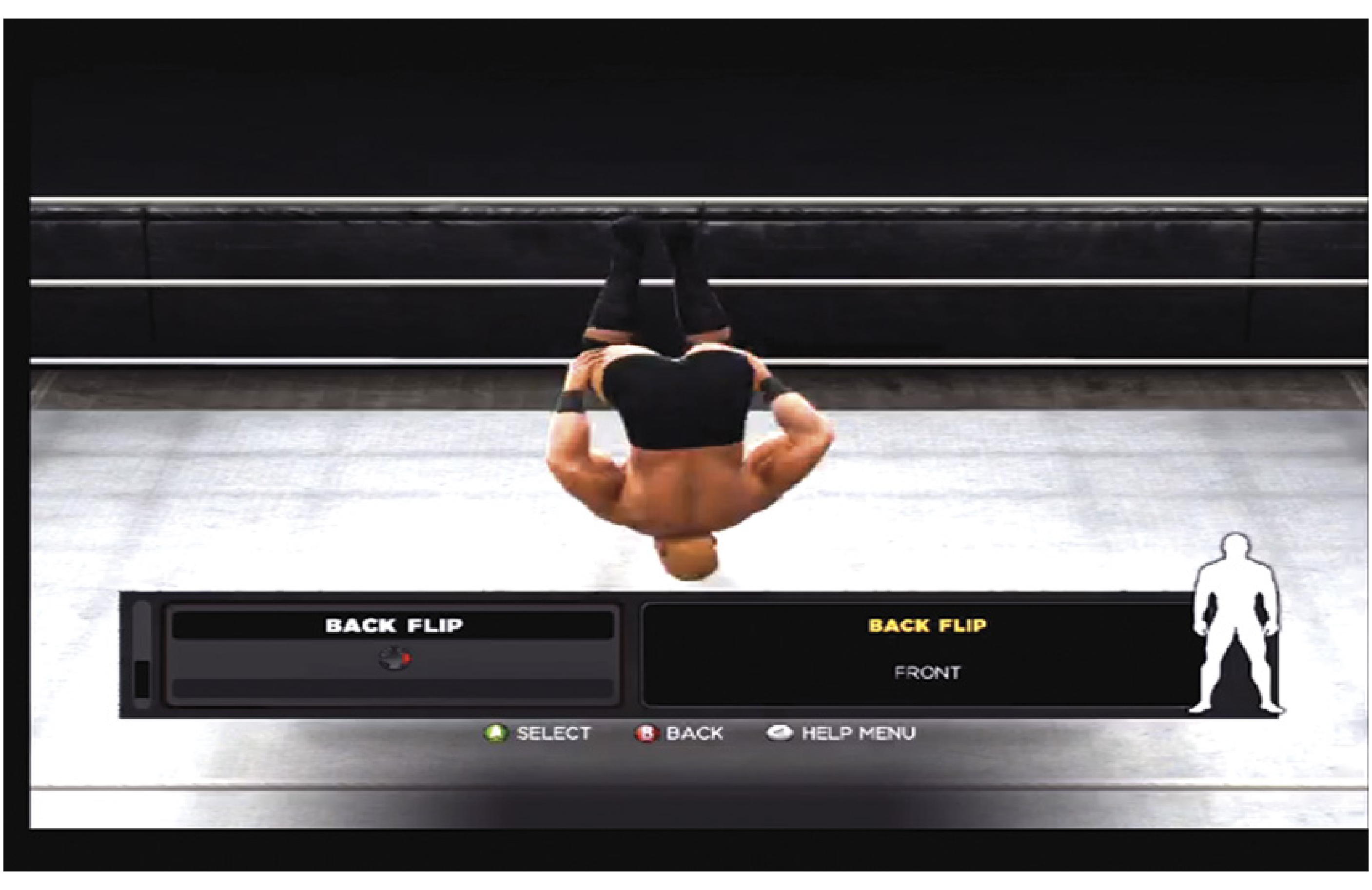
Custom Entrance

Creating a custom entrance allows you to select the animations, what's playing in the background, and the music your Superstar rocks.

Assign Move-Sets

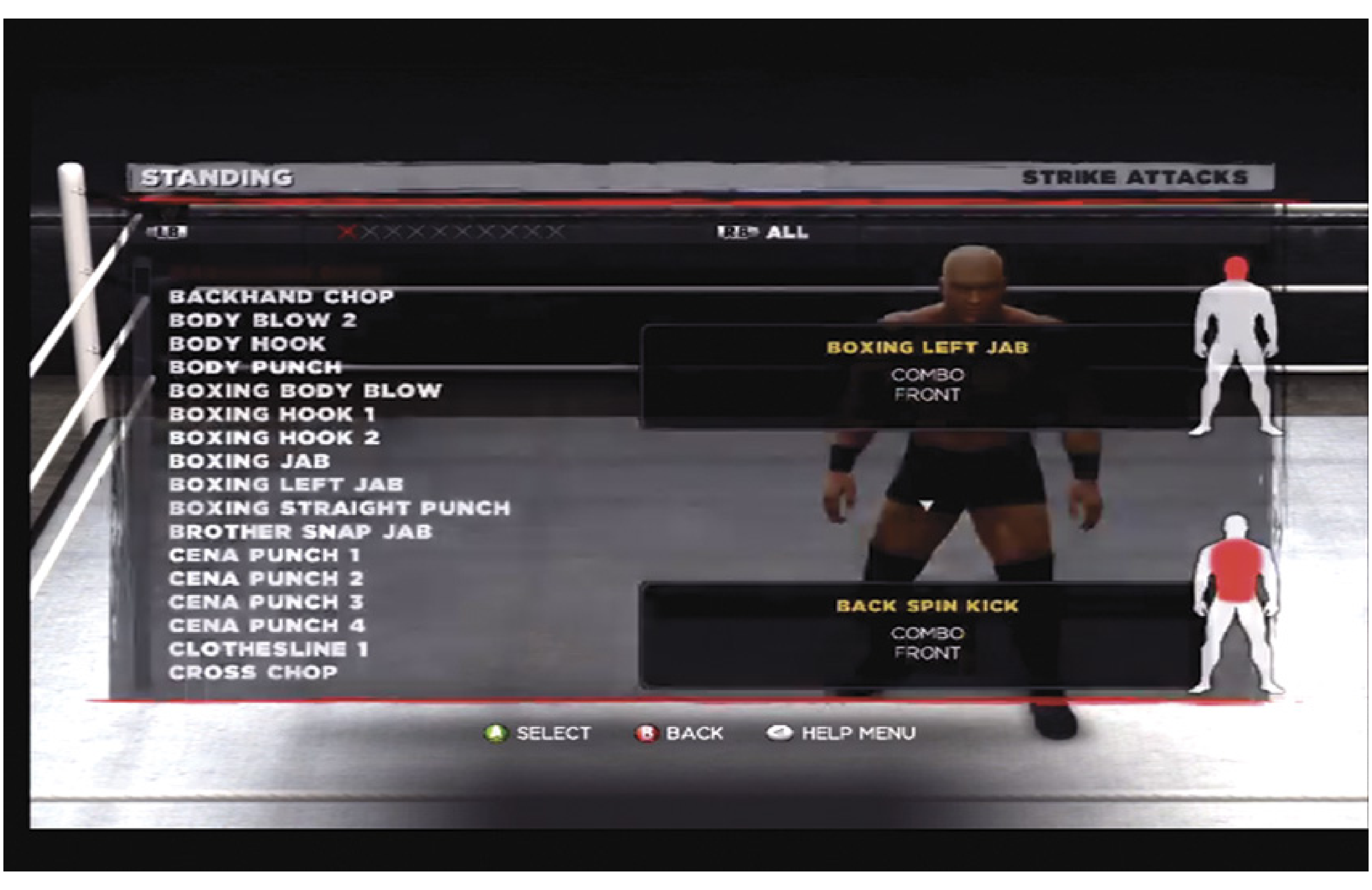


This menu plays host to countless moves, and you have over 160 moves to assign. Decide everything from how you climb onto the apron and into the ring to which running attacks you use on opponents outside the ring. This is also where you can choose Abilities, Signature Moves, and Finishers.



Take your time sorting through the taunts. Back flip?! Yeah!

Moves

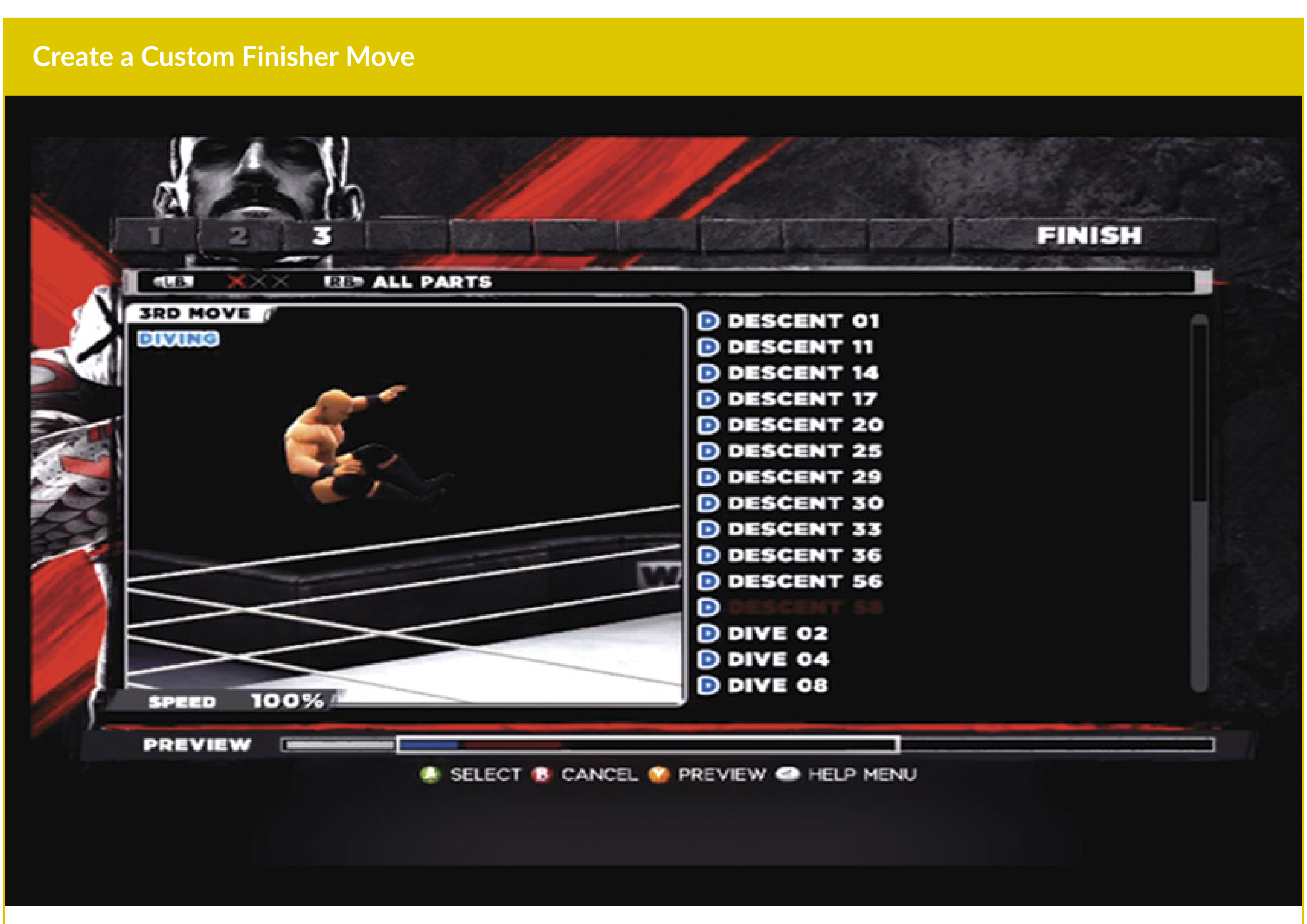


Scroll through the available strikes and throws, and assign them to button presses. Take note of the body diagram on the bottom-right of the screen to see what part of your opponent's body the move will damage.

Tip

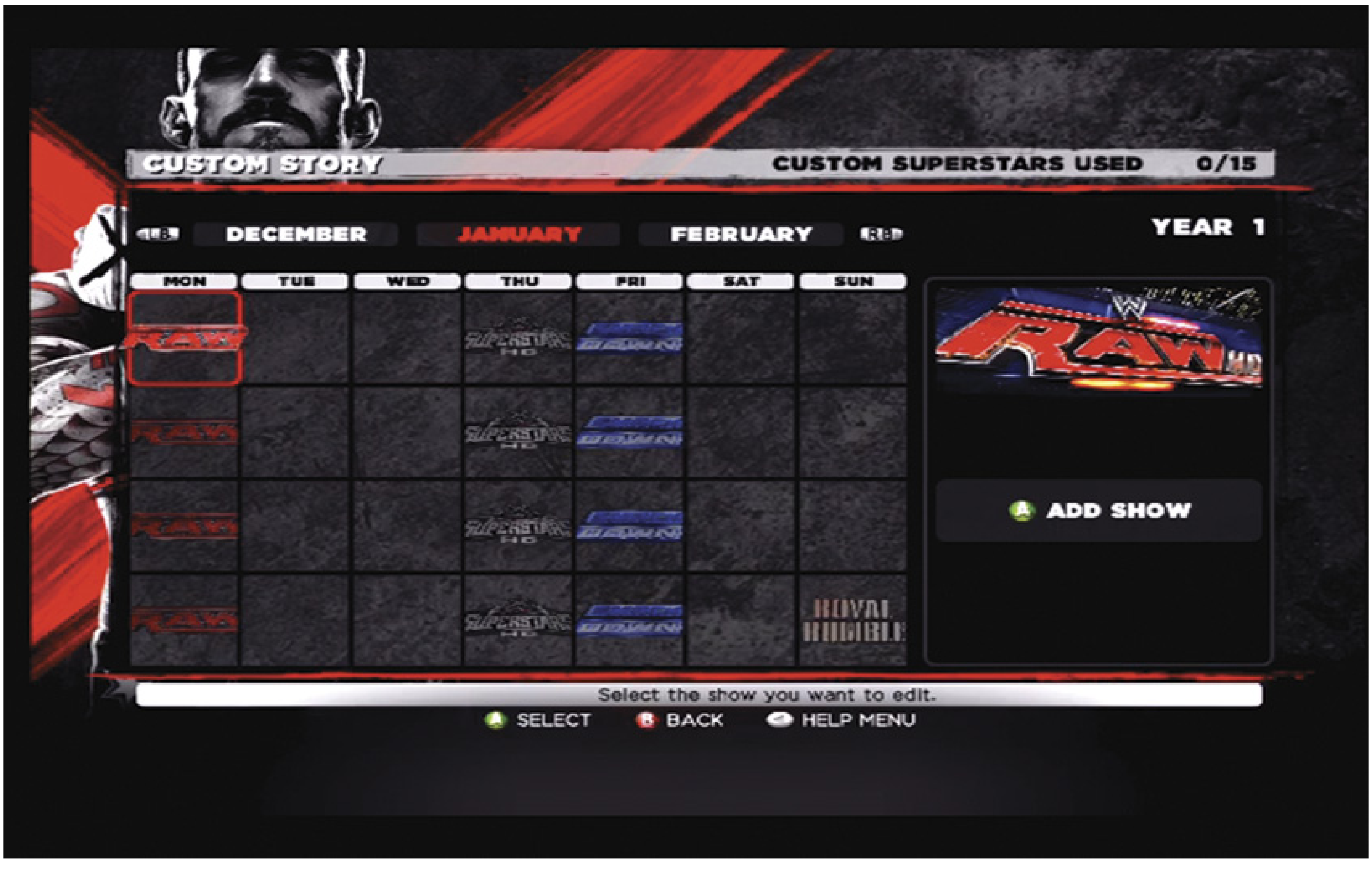
Use this area to get to know the move-sets of existing Superstars. You can review all of the directional throws and discover which moves damage which areas of an opponent's body.

Create a Custom Finisher Move



Create a custom Finisher by linking together up to 10 moves in the editor. You can create a move from the front grapple, the top rope, or the opponent in a corner position. Select moves and adjust the speed with the shoulder buttons on the controller. Select "Finish" when you're done and either type in an original attack name or choose one of the pre-recorded names announcers will say when you launch the attack.

Create Your Story



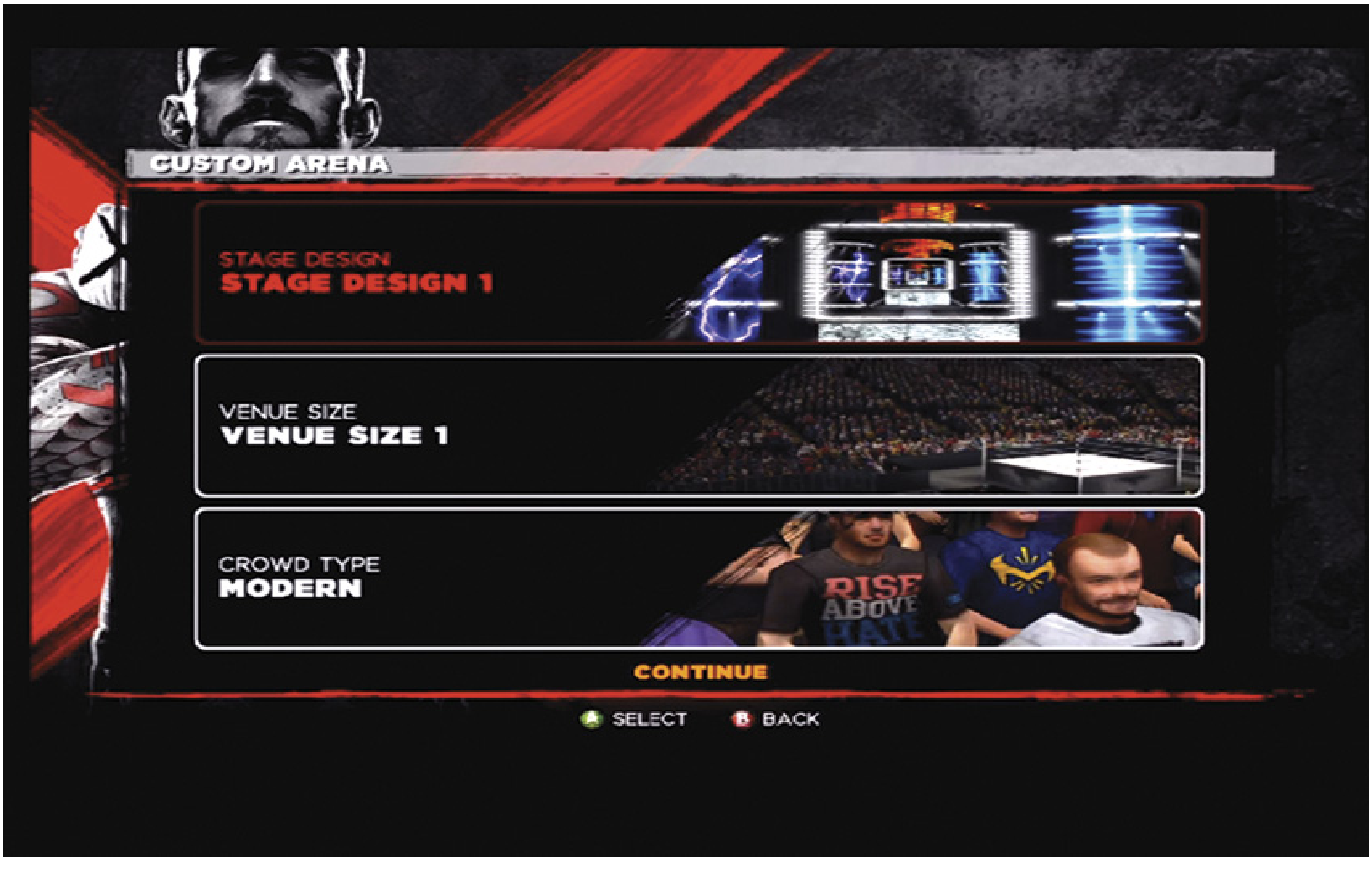
Use the calendar.

Create a Story and share it online. The creation process begins with the monthly calendar of shows and ends with a pay-per-view event. Create your linear or branching (which responds to match outcomes) storyline and move through the months.

Note

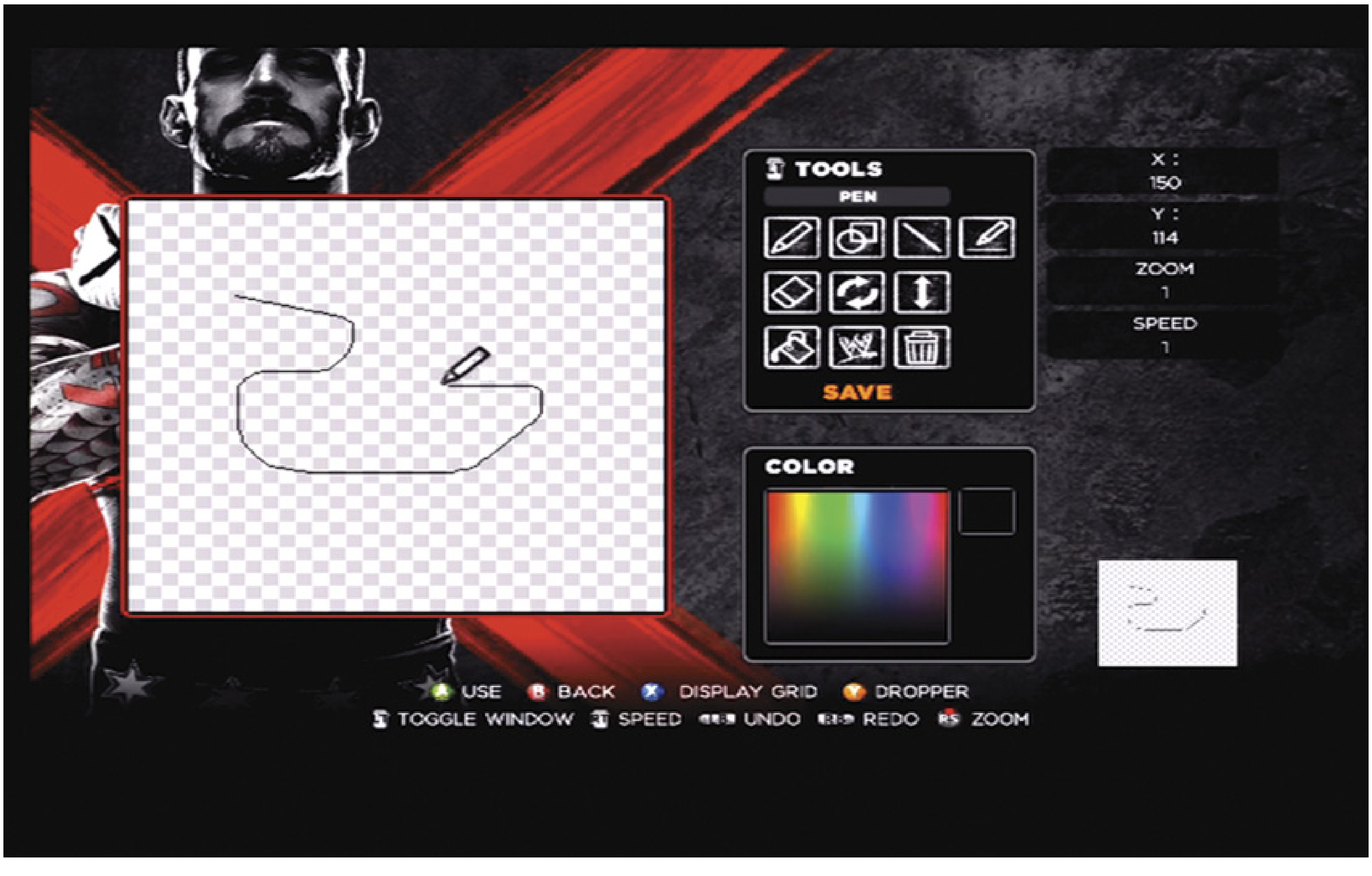
Save time! You can connect a USB keyboard instead of using the on-screen keyboard to type out your dialogue.

Design an Arena



In the Create Arena editor, you can design ringside elements, the electronic billboard, and the ring itself—right down to tiny details like the turnbuckle pads. Just like the Superstar editor, you can manipulate all the template layers, customizing both color and design. Upload your Arena and share it with the world.

Paint a Logo



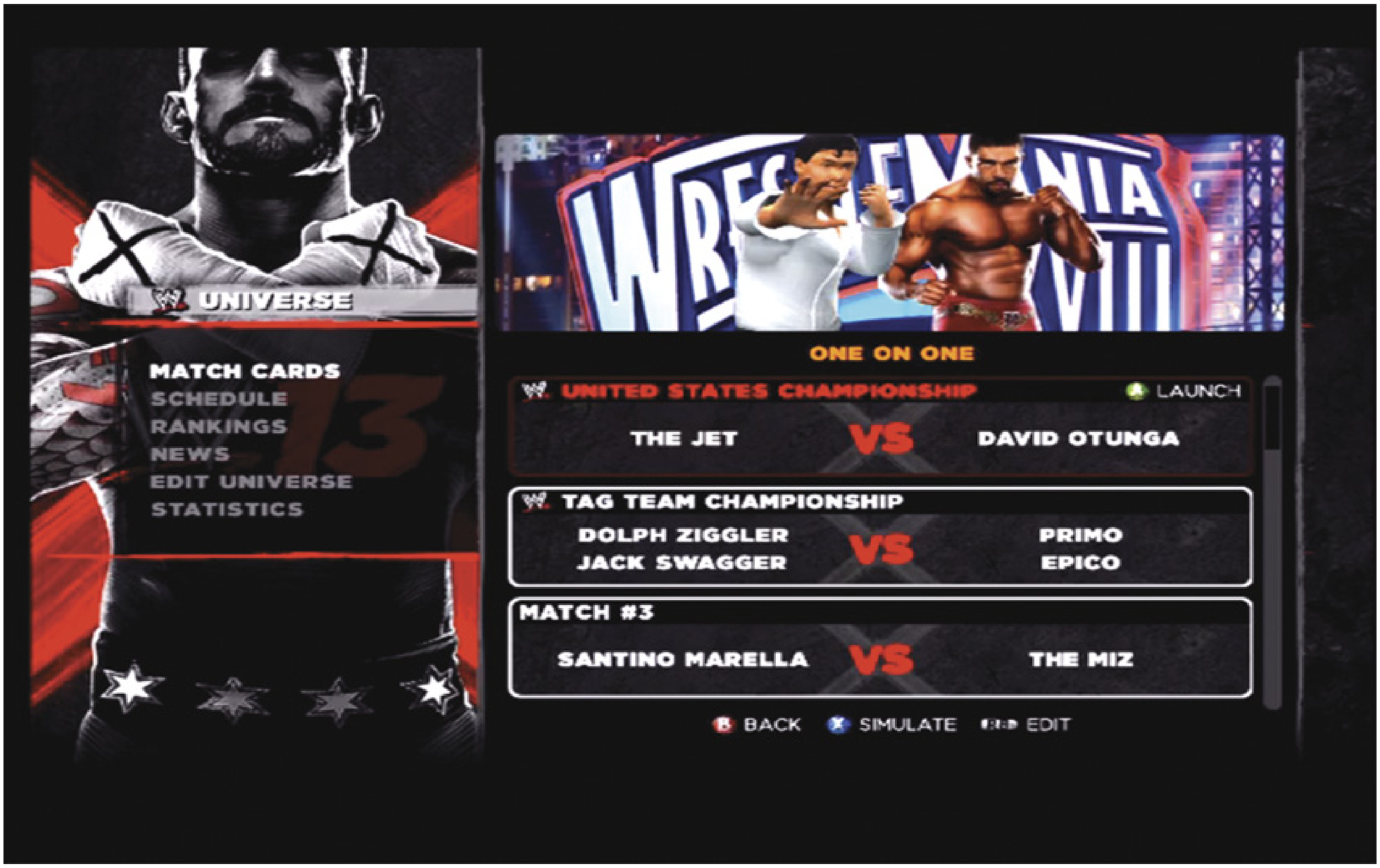
This is an retro-style pixel paint editor that allows you to make custom logos. Use the canvas and the design tools to design 128 × 128 or 256 × 256 pixel logos.

Make a Highlight Reel

In order to make a custom highlight reel, two things must occur. First, you will need to save highlight clips to your reel as they happen. Second, you will need to edit them together under "Creations". When you save your highlights, you have the option to change the camera angle or move to a "free" camera mode that allows you to use the analog sticks to move the camera around. Save the clip to a save slot and it will be available when you go to create your highlight reel. Use the editor to add effects, graphics, and filters, as well as to trim video and add audio.

WWE Universe 3.0

Match Cards



Once you select an event, you'll be taken to the "Match Cards" screen. Simulate, interfere with, or play each match to complete the event and move on to the next scheduled event.

Customize Freely

If you don't like what you see for the event's "Match Cards", you have the ability to change the participants or the match type itself by pressing RB or R1. Want to hold an Iron Man match? No problem! Selecting "Customize Freely" will take you to the menu and you can select a match from there. Every match type and Superstar (whomever you've unlocked, downloaded or created) is available to use.

WWE Universe 3.0

WWE Universe 3.0

This is truly the “Season” mode for sports entertainment fans. If you are one of those gamers who methodically plays every minute of every match, this mode will host hours and hours of fun gameplay for you. This mode includes a really cool feature: the ability to simulate or play each match, regardless of Superstar. You don’t necessarily have to choose one Superstar to “be”—you can be anybody, six different Superstars, or even everyone on the roster. Also, if you decide halfway through your Universe that you want to take control of a different Superstar, you can select them. You can even choose to pit your new Superstar against the Superstar you were working with before. The WWE Universe is fully customizable.

The WWE Universe differs from the other modes in a variety of ways: the momentum system is expanded and carries over from match to match based on wins and losses, the Superstars are customizable, and you will gain rivals and allies (and can interfere in matches in dramatic fashion) based on how the Universe plays out. Choose your own story path, and the AI will respond.

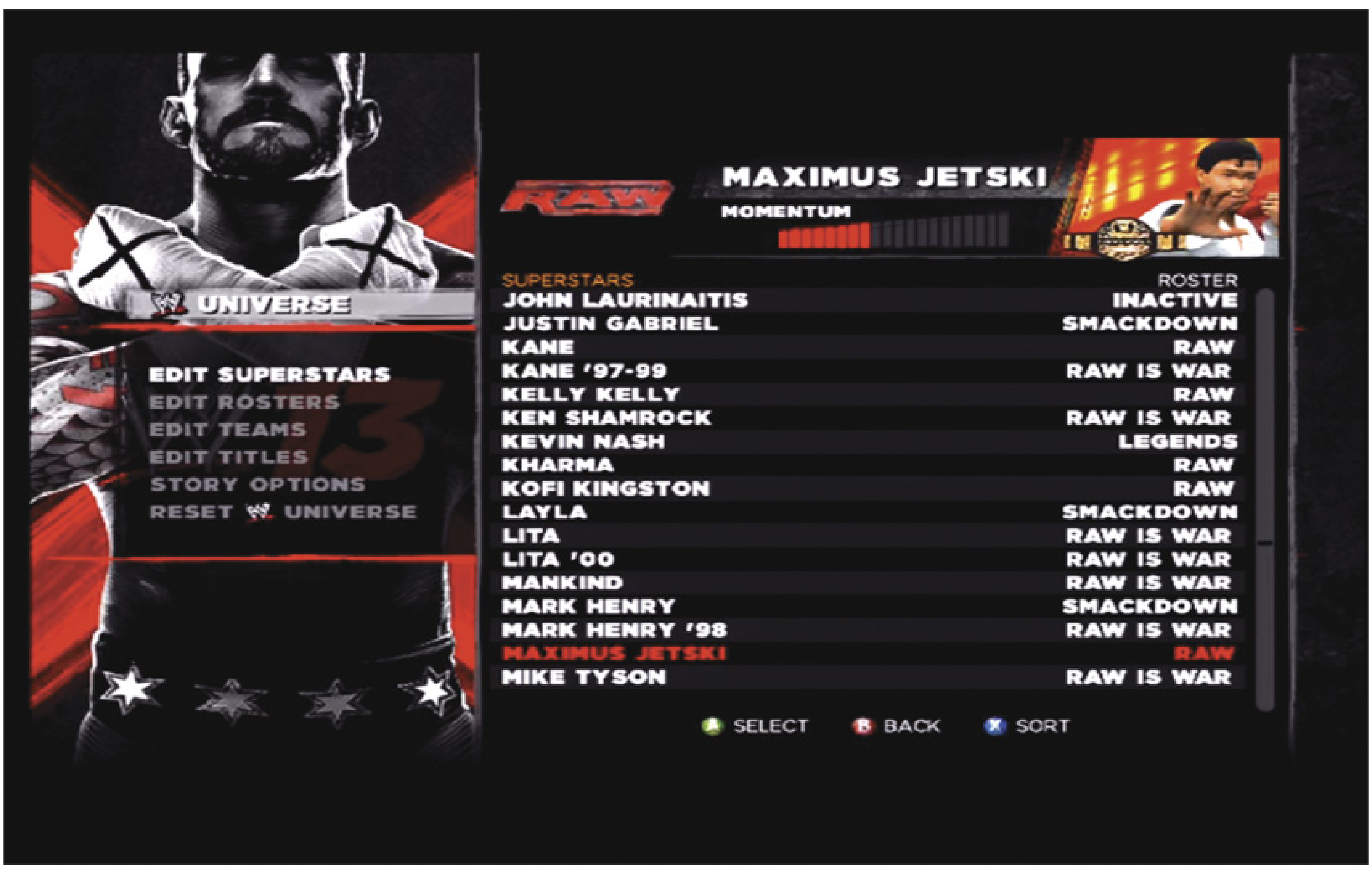
WWE Universe 3.0

Schedule

The WWE Universe has a year-long calendar that starts in April and culminates with *WrestleMania XXVIII* at the end of the following March. You can manage Superstars, customize matchups, and change match types at any point in the schedule. There are three shows each week, as well as at least one different pay-per-view event each month, so you'll get the chance to run the full range of match types. After you complete the year, the next season begins!

WWE Universe 3.0

Edit Universe



MAXIMUS JETSKI

SUPERSTARS	ROSTER
JOHN LAURINAITIS	INACTIVE
JUSTIN GABRIEL	SMACKDOWN
KANE	RAW
KANE '97-99	RAW IS WAR
KELLY KELLY	RAW
KEN SHAMROCK	RAW IS WAR
KEVIN NASH	LEGENDS
KHARMA	RAW
KOFI KINGSTON	RAW
LAYLA	SMACKDOWN
LITA	RAW IS WAR
LITA '00	RAW IS WAR
MANKIND	RAW IS WAR
MARK HENRY	SMACKDOWN
MARK HENRY '98	RAW IS WAR
MAXIMUS JETSKI	RAW
MIKE TYSON	RAW IS WAR

This is mission control for your Superstars, Rosters, Teams, Championships, and Story Options.

Edit Superstars

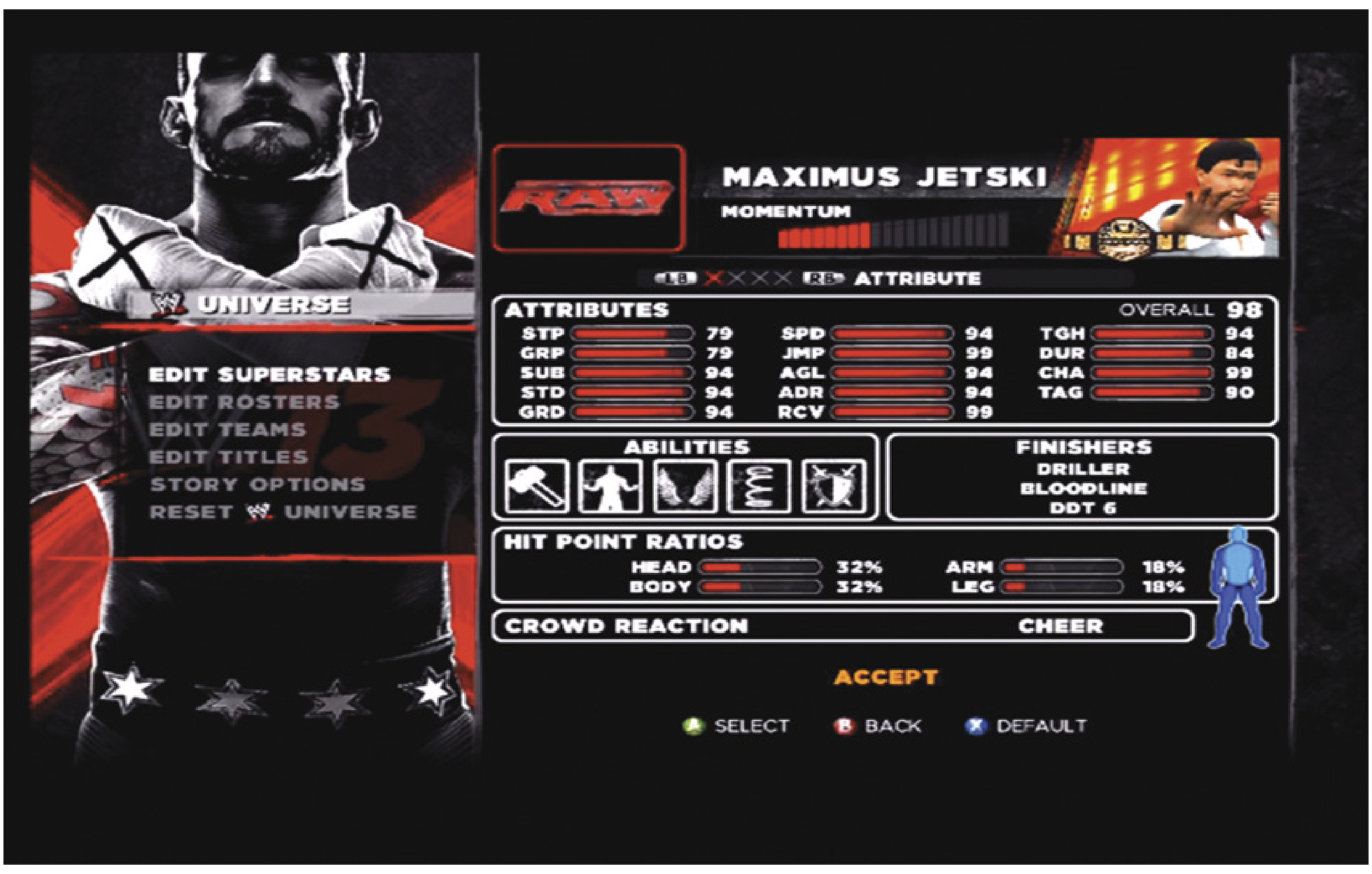
This screen allows you to become the puppet master between matches. Attribute sliders, HP ratios, abilities, brands, allies and rivals, and even crowd cheers or boos are under your direct control. Match outcomes will also affect your WWE Universe storyline, but this is the hub for your "manual" controls.

Gameplay within these matches is essentially the same as that of matches chosen from the main menu. The major differences lie in the organic momentum and attribute changes that occur based on match results. Additionally, you can affect the WWE Universe by manually editing your Superstar's attributes or abilities.

Note

Any changes within the WWE Universe will not be reflected in the Superstar's attributes or abilities outside of the WWE Universe mode. What happens in the WWE Universe stays in the WWE Universe.

Momentum



MAXIMUS JETSKI

ATTRIBUTES — OVERALL 98

STP	79	SPD	94	TGH	94
GRP	79	JMP	99	DUR	84
SUB	94	AGL	94	CHA	99
STD	94	ADR	94	TAG	90
GRD	94	RCV	99		

ABILITIES

FINISHERS
DRILLER
BLOODLINE
DDT 6

HIT POINT RATIOS
HEAD 32%
BODY 32%
ARM 18%
LEG 18%

CROWD REACTION: CHEER

On the "Edit Superstar" screen, you'll notice a momentum meter at the top, just underneath the Superstar's picture. This rating is dependent on how the Superstar is performing at any given time. Take a few losses and the meter will fall. Put together some solid wins and you'll see the Superstar's momentum grow.

Brand & Championship

This is one of two places to edit brand affiliations. If you want to edit the brand of an individual Superstar, go to the "Edit Superstar" screen and click on the brand of your liking. Add a Championship to the Superstar by selecting a Championship from the inventory. If the Superstar has more than one Championship at that time, the picture will cycle between all held belts.

Note

Use the "Edit Brand" screen from the main WWE Universe menu to quickly manage the entire roster of Superstars affiliated with each brand.

Allies & Rivals

The outcomes of matches will naturally create allies and rivals. Choosing to interfere in matches will also result in Superstars picking sides. For ultimate control, however, you can go right into the "Edit Superstar" screen and select the allies and rivals you want. There are five slots in the allies field, and five slots in the rivals field. You can increase or decrease the intensity of each ally or rival relationship with the intensity meter.

Attributes & Abilities

In the WWE Universe, Superstars can get better or worse—they get serious attribute adjustments based on their performance in the ring. Here you can check out how well a Superstar has been doing in the ring. To give the player total control, manipulating the slider bars from this screen allows you to manually customize both attributes and Superstar abilities.

Select the slider for a particular attribute and you can move it to increase those attributes to the maximum allowable threshold. This way, you can easily make any Superstar's overall rating 100. There are still some limits, though. Each Superstar's attribute limit is tied to their weight class, so you're not going to be able to make Mark Henry the fastest guy in the ring or give Chavo Guerrero a 100 Strike Power rating.

WWE Universe 3.0

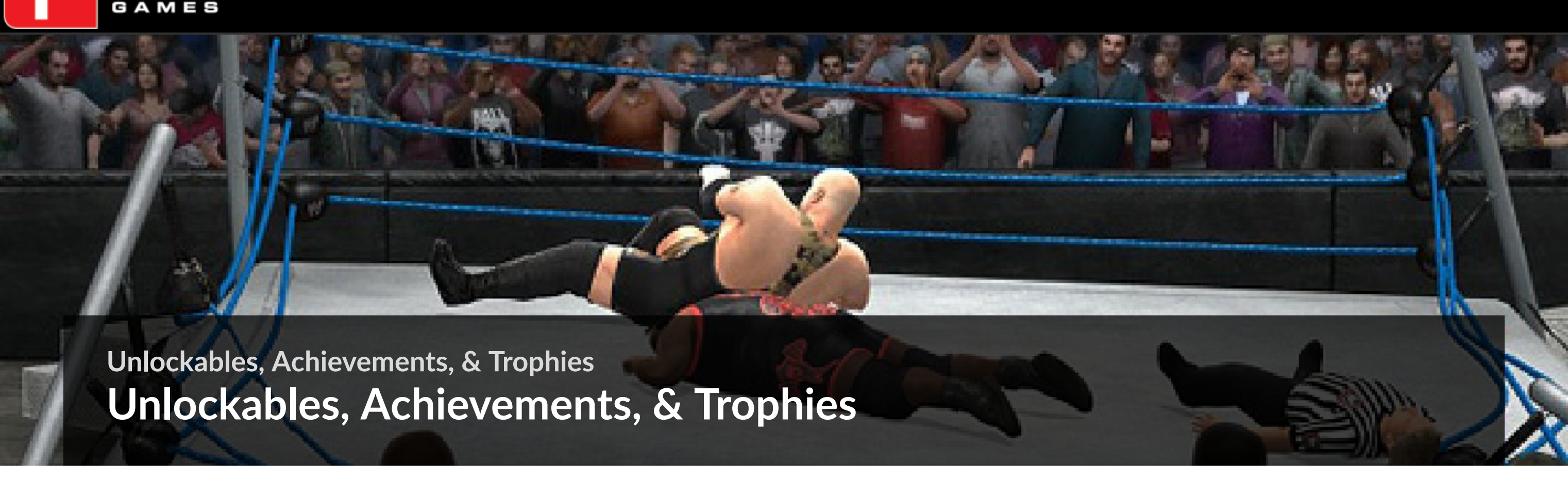
Simulating Matches

As master of your WWE Universe, you can simulate matches to expedite the schedule, but beware: you will have to live with the results. Once a match has been simulated, you will not be able to go back to the calendar to play or re-simulate that match. However, if you choose to physically play a match, and then lose when you wanted to log a victory (grrr... 2 on 1 Steel Cage matches!), you can re-play that match until you get your desired result.

Be careful about selecting matches beyond your current point in the Season. If you click on a show or pay-per-view event that is months ahead on the schedule, all prior matches will be simulated and you'll be immediately transported to that event with whatever rankings and momentum resulted from those simulations.

Caution

Again, simulations cannot be undone!



Unlockables, Achievements, & Trophies

Unlockables, Achievements, & Trophies

Unlockables, Achievements, & Trophies

Icon	Title	Online/Offline	Category	Points for Xbox 360	Points for PS3	How to Achieve
	A winner is you!	Online	Online	10	15	Win 10 ranked matches.
	The Streak Ends	Offline	Universe	50	90	Beat Undertaker at WrestleMania with a Custom Superstar on Legend difficulty.
	King of the world	Online	Online	50	90	(360) Achieve the maximum rank on Xbox LIVE. (PS3) Achieve the maximum rank online.
	Gold standard	Offline	In-Game	45	30	Earn the WWE, WCW, and ECW Championship belts with a single Superstar.
	Off Script scenario cleared!	Offline	"Attitude Era"	45	30	Clear the Off Script chapter.
	Invincible man	Offline	In-Game	40	30	Win at least 20 matches on Hard difficulty or higher.
	Road to WrestleMania XV cleared!	Offline	"Attitude Era"	40	30	Clear the WrestleMania XV chapter.
	Holy sh**t!!	Offline	In-Game	40	30	Break the ring with an OMG! Moment.
	Mankind scenario cleared!	Offline	"Attitude Era"	30	30	Clear the Mankind chapter.
	A man who wastes no opportunity	Offline	Universe	35	30	Cash in a Money in the Bank and win using a Custom Superstar in WWE Universe.
	Watch out!	Offline	In-Game	30	30	Successfully reverse a Finisher.
	Established veteran	Online	Online	30	30	(360) Achieve rank 10 on Xbox LIVE. (PS3) Achieve rank 10 online.
	The "People's Champ" scenario cleared!	Offline	"Attitude Era"	25	15	Clear the The "People's Champ" chapter.
	Berserker	Offline	In-Game	25	15	Break a total of 50 tables, ladders, and chairs by attacking with them.
	Mr. Money in the Bank	Offline	Universe	30	30	Win Money in the Bank using a Custom Superstar in WWE Universe mode.
	It's like a car crash!	Offline	In-Game	20	15	Exhibition: Break the barricade in 2 places in the same match.
	Comeback!	Offline	In-Game	20	15	Successfully perform a Comeback Move.
	A once in a lifetime event	Offline	Universe	20	15	Appear in WrestleMania using a Custom Superstar in WWE Universe.
	You can't let down your guard	Offline	In-Game	20	15	Exhibition: Land a Catch Finisher.
	Brothers of Destruction cleared!	Offline	"Attitude Era"	20	15	Clear the Brothers of Destruction chapter.
	The rattlesnake is coming!?	Offline	In-Game	20	15	Win by throwing an opponent through the window in Backstage Brawl.
	A winning combination!	Offline	In-Game	25	15	Use a Wake-Up Taunt, land a Finisher, and immediately pin your opponent.
	One of history's greats	Offline	In-Game	25	15	Exhibition (Legend difficulty): Defeat a Superstar with his "Attitude Era" version.
	I just keep evolving!	Offline	In-Game	20	15	Exhibition (Legend difficulty): With a Superstar, defeat his "Attitude Era" version.
	A legend begins	Offline	In-Game	20	15	Win at least one match on Hard difficulty or higher.
	Fighting smart	Offline	In-Game	15	15	Exhibition: Attack the same body part 10 or more times in a single match.
	Negotiator	Offline	In-Game	15	15	Exhibition: Force an opponent to quit in an I Quit Match.
	All original baby!	Offline	In-Game	15	15	Compete as a Custom Superstar in a Custom Arena for a Custom Championship.
	The ring is my home!	Offline	In-Game	15	15	Play a match in an arena created in Create an Arena mode.
	Rising star	Online	Online	20	15	(360) Achieve rank 5 on Xbox LIVE. (PS3) Achieve rank 5 online.
	Made-up original story	Offline	WWE Story Designer	15	15	Create a story including a Custom Superstar or a Custom Arena.
	Austin 3:16 scenario cleared!	Offline	"Attitude Era"	15	15	Clear the Austin 3:16 chapter.
	Ring hooligan	Offline	In-Game	15	15	Break a total of 20 tables, ladders, and chairs by attacking with them.
	Yes! Yes! Yes!	Offline	In-Game	10	15	Exhibition: Use Daniel Bryan to defeat Sheamus.
	Reached the ropes!	Offline	In-Game	10	15	Crawl to the ropes during a submission.
	A Superstar is born!	Offline	Universe	10	15	Win a match using a Custom Superstar in WWE Universe mode.
	Oh my!	Offline	In-Game	15	15	Break the announcer table with an OMG! Moment.
	Rise of D-X scenario cleared!	Offline	"Attitude Era"	10	15	Clear the Rise of D-X chapter.
	Arena designer	Offline	Create An Arena	10	15	Create an arena in Create an Arena mode.
	Check out my Entrance Video!	Offline	Create A Video	10	15	Create an entrance movie in Create an Entrance mode.
	Paint tool magician	Offline	Paint Tool	10	15	Use the paint tool to create and add an original logo to any original creation.
	This is special!	Offline	Create A Finisher	10	15	Create a front, top-rope, and corner special move.
	The champ is here!	Offline	Championship Editor	10	15	Create an original championship belt in the Championship Editor.
	Create and destroy	Offline	In-Game	15	15	Exhibition (Championship Match): Attack your opponent with a custom belt.
	Awesome!	Offline	CAH	5	15	Take a screenshot in Create a Highlight mode.
	A fresh beginning	Online	Online	5	15	(360) Play in an Xbox LIVE match (Player match/Ranked match). (PS3) Play in an Online match (Player match/Ranked match).
	Welcome to the creators' circle	Online	Online	5	15	Your Community Creations content has been reviewed at least 5 times.
	Critic	Online	Online	5	15	Review 5 or more user-created content items in Community Creations.
	All Trophies Earned	Offline		-	Platinum	PS3 only: Earn all trophies.

Unlockables

Category	Unlockable	Where/How to Unlock
Extras	Universe Feud Pack 1	"Attitude Era": Complete all matches in all chapters
Extras	Off Script Chapter	"Attitude Era": Complete all matches in all chapters
Extras	Universe Feud Pack 2	"Attitude Era": Complete all matches in the Off Script Chapter
New Arenas	One Night Only '97	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Arenas	Badd Blood '97	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Arenas	Survivor Series '97	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Arenas	Royal Rumble '98	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Arenas	WrestleMania XIV	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Arenas	Unforgiven '98	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Arenas	Over the Edge '98	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Arenas	King of the Ring '98	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Arenas	SummerSlam '98	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Arenas	Breakdown '98	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Arenas	Judgment Day '98	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Arenas	Raw is War '98	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Arenas	Survivor Series '98	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Arenas	Rock Bottom '98	"Attitude Era": Unlocked in the Mankind Chapter
New Arenas	"Attitude Era" Backstage	"Attitude Era": Unlocked in the Mankind Chapter
New Arenas	Royal Rumble '99	"Attitude Era": Unlocked in the Mankind Chapter
New Arenas	Halftime Heat	"Attitude Era": Unlocked in the Mankind Chapter
New Arenas	St. Valentine's Day Massacre '99	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Arenas	WrestleMania XV	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Arenas	SummerSlam '97	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Arenas	Sunday Night Heat '98	"Attitude Era": Unlocked in the Off Script Chapter
New Arenas	SmackDown '99	"Attitude Era": Unlocked in the Off Script Chapter
New Attires	Mankind (Brown Attire)	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Attires	Kane '97-99 (Debut Lighting)	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Attires	Kane '97-99 (Two Sleeves)	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Attires	Kane '97-99 (Undertaker Disguise)	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Attires	Stone Cold Steve Austin (3:16 T-Shirt)	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Attires	The Rock '98-99 (Work-Out Attire)	"Attitude Era": Unlocked in the Mankind Chapter
New Attires	Mr. McMahon (In-Ring Attire)	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Attires	Bradshaw (APA)	"Attitude Era": Unlocked in the Off Script Chapter
New Attires	Faarooq (APA)	"Attitude Era": Unlocked in the Off Script Chapter
New Bonus Matches	Bonus Match #1: 9/22/1997	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Bonus Matches	Bonus Match #2: 11/9/1997	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Bonus Matches	Bonus Match #3: 1/12/1998	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Bonus Matches	Bonus Match #15: 3/29/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #4: 4/26/1998	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Bonus Matches	Bonus Match #5: 6/28/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #6: 8/30/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #7: 9/27/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #8: 10/18/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #9: 11/15/1998	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Bonus Matches	Bonus Match #10: 11/23/1998	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Bonus Matches	Bonus Match #11: 12/21/1998	"Attitude Era": Unlocked in the Mankind Chapter
New Bonus Matches	Bonus Match #12: 2/1/1999	"Attitude Era": Unlocked in the Mankind Chapter
New Bonus Matches	Bonus Match #13: 3/28/1999	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Bonus Matches	Bonus Match #14: 8/3/1997	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Bonus Matches	Bonus Match #16: 8/30/1998	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Championships	WWE Cruiserweight Championship	Win a championship playing as Rey Mysterio or Sin Cara in WWE Universe Mode
New Championships	WWE Tag Team Championship	Create a new tag team in WWE Universe Mode
New Championships	WWE Championship (Rated-R)	Cash in Money in the Bank and win a championship in WWE Universe Mode
New Championships	World Tag Team Championship	Create a new tag team in WWE Universe Mode
New Championships	Million Dollar Championship	Win 3 Money in the Bank Matches in WWE Universe Mode
New Championships	ECW Championship	Win a championship at Extreme Rules in WWE Universe Mode
New Championships	ECW World Heavyweight Championship	Win a championship playing as a Created Superstar in WWE Universe Mode
New Championships	World Tag Team Championship (Attitude)	Win a tag team championship using an "Attitude Era" tag team in WWE Universe Mode (The New Age Outlaws, D-Generation-X, or The Acolytes)
New Championships	World Heavyweight Championship (1987)	Appear once at WrestleMania using a CAS in WWE Universe Mode
New Championships	World Heavyweight Championship (1986)	Appear twice at WrestleMania using a Created Superstar in WWE Universe Mode
New Championships	WWE Championship (Miz)	Win the WWE Championship playing as The Miz in WWE Universe Mode
New Championships	European Championship	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Championships	1997 WWE Championship	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Championships	Smoking Skull Championship	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Championships	"Attitude Era" Tag Championships	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Championships	"Attitude Era" Intercontinental Championship	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Championships	1998 WWE Championship	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Championships	Hardcore Championship	"Attitude Era": Unlocked in the Mankind Chapter
New Championships	Brahma Bull Championship	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Championships	WCW Classic '91-93 World Heavyweight Championship	"Attitude Era": Unlocked in the Off Script Chapter
New Championships	Undisputed WWE Championship	"Attitude Era": Unlocked in the Off Script Chapter
New Championships	WWE Light Heavyweight Championship	"Attitude Era": Unlocked in the Off Script Chapter
New Championships	Women's Championship	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Booker T	Win a King of the Ring Tournament
New Superstars	John Laurinaitis	Create a new show and a new PPV in WWE Universe Mode
New Superstars	Hunter Hearst-Helmsley	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Cactus Jack	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Kane '97-99	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	British Bulldog	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Bret Hart	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Mr. McMahon	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Animal	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Hawk	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Billy Gunn	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Road Dogg	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Superstars	Undertaker '97-98	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Superstars	Dude Love	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Superstars	Paul Bearer	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Superstars	Ken Shamrock	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Superstars	Mark Henry '98	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Superstars	Big Boss Man	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Superstars	X-Pac	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Superstars	Triple H '99	"Attitude Era": Unlocked in the Mankind Chapter
New Superstars	Paul Wight	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Superstars	Shane McMahon	"Attitude Era": Unlocked in the WrestleMania XV Chapter
New Superstars	Kevin Nash	"Attitude Era": Complete all matches in all chapters
New Superstars	Vader	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Godfather	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Edge '99	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	John Cena '04	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Bradshaw	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Faarooq	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Chris Jericho '99	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Christian '99	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Edge	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	JBL	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Stephanie McMahon	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Lita '00	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Eddie Guerrero	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Trish Stratus	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Lita	"Attitude Era": Unlocked in the Off Script Chapter

WWE "Attitude Era"

Introduction

This year's story mode takes Attitude to a whole new level. Die-hard *WWE* fans—or at least those who have enough years under their championship belts—will love not only reliving perhaps the most important time in *WWE* , but also playing with historical accuracy within the "Attitude Era" mode of *WWE '13* . The new story mode intercuts spectacular footage from real-life rings of the late 1990's and has the player follow the match outcomes and work toward a series of Historical Bonus Objectives for each match. Players can move through the mode's matches by simply completing the Match Objectives shown on the match card, but for the purposes of this guide, all Historical Bonus Objectives will be met. You can find these called out in the bolded "Match Strategy" text within the breakdown of each match. Some of these will have a logical order, but they do not have to be completed sequentially.

Caution

Spoiler Alert! Some of the objectives show up as "Hidden Objectives" when you enter the match. This guide will cover all Hidden Objectives.

Timeline Menu Screen

When you begin, you are greeted with the 12 matches of the "Rise of D-X" and six more locked levels. There are 66 matches to battle through within the seven levels. Some of these are "Bonus Matches" that become available along the way and only have Historical Bonus Objectives to complete; these matches will not hold up your progress through the level.

- Rise of D-X
- Austin 3:16
- Brothers of Destruction
- The "People's Champ"
- Mankind
- WrestleMania
- Off Script

Mode Options

After you start the mode and get into the timeline menu, you'll be able to enter the options screen. Most of this is a matter of preference, but here are the settings we recommend for your first time through the "Attitude Era" storyline:

Mode Options

Option	Setting	Comments
Difficulty	Normal	If you are a seasoned player, try playing on Hard or Legend.
Subtitles	Off	
Entrance	Off	There are great cinematics in this game, but we like to get right to the matches.
Adrenaline	On	Your Superstar will tire after a bit of running—we like the simulation.
Blood	On	The "Attitude Era" was all about gritty realism!
Auto Save	On	Yes, please!

Tip

You're going to play as many different Superstars throughout this walkthrough. Reference the "Superstars" chapter of this guide for detailed breakdowns of each Superstar or Diva.

Superstars & Divas

WWE '13 has a huge roster of Superstars and Divas, both from the "Attitude Era" and today. This chapter profiles all of them and is broken up in the same manner that they are presented in the game.

- Superstars and Divas
- "Attitude Era" Superstars and Divas
- Downloadable Superstars and Divas (DLCs)

Each profile page includes an official WWE biography, a breakdown, attributes and abilities, stats, taunt times, and their Signature Moves and Finishers. Check out the individual breakdowns for more about each Superstar's playability in the game and how all these pieces fit together.

Tip

To dive in even deeper, visit the Superstar's move-set under "Creations" on the in-game menu. Every move for every Superstar is listed so that you can memorize the situations and button presses required to perform your favorite moves in the ring.

Superstar and Diva Ratings

Below is a listing of every Superstar and Diva covered in this guide and their attribute ratings. We have sorted the list based on highest Overall rating to lowest.

Note

Overall rating is a percentage calculated according to weight class. Each weight class has a maximum number rating allotted for each attribute. Add up the Superstar's attributes to get a total, and then divide by the maximum available for the weight class. The quotient is the Overall rating.

Superstar and Diva Attribute Ratings

Superstar Name	Overall	Weight Class	Strike Power	Grapple Power	Submission	Strike Defense	Grapple Defense	Speed	Jump	Agility	Adre
JOHN CENA	96	HW	90	90	95	90	85	80	75	75	85
UNDERTAKER ("Attitude Era")	95	HW	90	90	85	90	85	85	75	75	80
SHAWN MICHAELS	95	LHW	80	75	85	95	95	95	90	85	95
CM PUNK	95	LHW	80	80	95	95	90	85	90	80	90
STONE COLD STEVE AUSTIN	95	HW	90	85	85	90	85	70	70	70	85
THE ROCK ("Attitude Era")	94	HW	85	85	90	90	90	80	75	80	90
BRET HART	94	HW	85	90	100	85	90	80	80	80	85
THE ROCK	93	HW	80	85	90	85	85	80	75	80	90
UNDERTAKER	93	HW	85	90	90	90	85	80	70	70	75
TRIPLE H	93	HW	90	90	85	85	90	70	70	70	80
RANDY ORTON	92	HW	85	85	80	90	90	85	75	85	85
BROCK LESNAR	92	HW	90	90	80	85	80	80	75	75	85
BIG SHOW	92	SHW	100	100	85	80	80	60	45	40	65
PAUL WIGHT ("Attitude Era")	92	SHW	100	100	85	75	80	65	45	40	65
EDDIE GUERRERO	92	LHW	75	80	80	90	90	95	95	85	90
DANIEL BRYAN	91	LHW	80	80	95	85	95	85	85	85	85
TRIPLE H ("Attitude Era")	91	HW	85	85	85	85	85	80	70	70	75
JOHN CENA Thuganomics	91	HW	85	85	80	90	85	80	75	75	80
MANKIND	91	HW	85	80	75	85	85	75	75	75	85
KANE ("Attitude Era")	91	HW	85	90	70	85	85	75	75	80	80
EDGE (Rated R)	91	HW	85	85	75	85	85	80	75	80	85
CHRIS JERICHO	90	LHW	75	75	90	80	90	90	80	85	85
SHEAMUS	90	HW	90	90	80	85	85	75	75	70	80
REY MYSTERIO	90	CW	75	70	70	90	95	100	100	100	90
DUDE LOVE	90	HW	80	80	75	85	85	75	75	80	85
CACTUS JACK	90	HW	80	85	70	85	85	75	75	75	80
KANE	89	HW	85	85	85	75	80	75	75	80	85
ALBERTO DEL RIO	89	HW	80	85	100	85	85	75	75	80	80
CHRIS JERICHO ("Attitude Era")	89	LHW	75	75	85	80	85	90	85	85	90
DDP	89	HW	80	80	70	85	85	75	75	75	85
MARK HENRY	89	SHW	100	100	85	80	80	50	40	40	65
DOLPH ZIGGLER	89	LHW	75	80	85	80	85	85	85	85	95
JBL	89	HW	80	90	80	80	80	75	75	70	80
KEVIN NASH	89	SHW	90	85	75	80	80	60	55	55	75
MIKE TYSON	89	HW	90	65	55	90	65	85	60	70	85
BRITISH BULLDOG	88	HW	80	85	70	80	80	75	75	80	85
EDGE ("Attitude Era")	88	HW	75	80	75	85	80	85	80	85	80
HUNTER HEARST-HELMSLEY	88	HW	80	85	80	85	85	75	70	70	75
KEN SHAMROCK	88	HW	80	80	100	85	80	75	75	80	80
BOOKER T	88	HW	80	80	75	85	90	75	75	80	85
CODY RHODES	88	LHW	75	75	75	85	85	85	80	85	85
THE MIZ	88	LHW	80	75	70	85	85	80	70	80	80
CHRISTIAN	88	LHW	80	75	70	85	85	80	85	85	85
RIKISHI	87	SHW	90	90	85	75	80	65	40	40	65
CHRISTIAN ("Attitude Era")	87	LHW	75	75	75	85	80	85	85	85	85
FAAROOQ	87	HW	85	85	80	75	80	75	75	80	85
JACK SWAGGER	87	HW	75	85	90	70	90	75	70	70	85
HAWK	87	HW	85	85	75	80	80	65	80	80	80
SIN CARA	87	CW	75	70	80	75	85	100	100	100	85
X-PAC	87	LHW	70	75	75	85	85	85	90	85	85
KOFI KINGSTON	87	LHW	75	75	65	85	75	95	100	95	95
BRADSHAW	87	HW	85	85	80	80	80	80	75	70	80
BILLY GUNN	87	HW	75	75	75	85	90	80	80	80	85
R-TRUTH	87	LHW	75	80	70	80	80	80	100	95	80
ANIMAL	87	HW	85	85	75	80	80	65	70	75	80
WADE BARRETT	87	HW	85	85	75	85	80	75	70	70	85
BRIAN PILLMAN	87	HW	80	80	65	80	80	75	80	80	80
RYBACK	87	HW	90	90	75	80	75	85	65	65	75
VADER	87	SHW	100	90	75	75	70	55	65	70	60
TENSAI	87	HW	85	90	80	80	80	65	60	60	70
BRODUS CLAY	87	HW	85	90	75	75	80	65	55	55	70
ROAD DOGG	87	HW	80	70	75	85	80	80	75	70	85
MARK HENRY ("Attitude Era")	86	SHW	90	100	80	80	75	55	40	40	65
TERRY FUNK	86	HW	75	75	70	80	85	65	75	75	85
GODFATHER	86	HW	80	75	75	80	80	75	75	75	85
BIG BOSSMAN	86	HW	75	80	75	80	80	70	60	65	80
SANTINO MARELLA	86	LHW	75	75	75	75	75	80	80	80	85
GOLDUST	85	HW	75	80	75	80	80	75	70	70	80
VAL VENIS	85	HW	80	80	75	80	80	75	75	75	80
GANGREL	85	HW	80	80	75	75	75	80	75	75	85
ZACK RYDER	85	LHW	75	80	70	75	75	80	80	80	85
THE GREAT KHALI	84	SHW	100	100	70	75	70	45	40	40	60
ANTONIO CESARO	84	HW	85	80	80	80	80	80	65	60	75
DAVID OTUNGA	84	HW	80	85	75	75	75	80	75	75	75
DAMIEN SANDOW	84	HW	80	80	80	75	75	75	70	70	75
DREW McINTYRE	84	HW	75	75	75	80	80	80	75	75	85
GRAND MASTER SEXAY	83	LHW	70	75	65	80	75	80	90	90	85
Scotty 2 Hotty	83	LHW	70	75	65	80	75	80	85	90	85
JINDER MAHAL	83	HW	80	75	95	75	75	75	70	70	70
JUSTIN GABRIEL	83	LHW	75	75	65	80	75	85	90	90	90
HEATH SLATER	82	LHW	75	70	75	80	80	80	80	80	85
TED DiBIASE	82	LHW	75	75	80	75	75	75	80	80	80
SHANE McMAHON	82	LHW	70	70	70	70	70	75	90	95	75
JIMMY USO	81	LHW	70	70	70	75	75	80	85	90	75
JEY USO	81	LHW	70	70	70	75	75	80	85	90	75
YOSHI TATSU	81	LHW	70	70	70	75	75	80	85	85	85
MR. McMAHON	81	HW	80	70	70	75	70	65	65	65	65
EPICO	81	LHW	70	70	65	70	70	85	90	90	75
PRIMO	81	LHW	70	70	65	70	70	85	90	90	75
HUNICO	81	LHW	75	70	65	70	70	85	100	95	75
TRISH STRATUS	80	FW (D)	70	65	65	70	75	75	70	80	85
LITA	79	FW (D)	70	65	65	70	70	75	85	85	80
KHARMA	79	FW (D)	80	75	65	70	75	65	60	60	75
LITA (Rated R)	78	FW (D)	70	65	60	65	70	70	85	80	80
LAYLA	78	FW (D)	65	60	65	70	70	80	85	85	85
BETH PHOENIX	78	FW (D)	65	70	75	70	75	75	65	70	75
NATALYA	77	FW (D)	65	60	90	65	75	75	65	75	75
KELLY KELLY	77	FW (D)	65	65	65	65	65	75	80	85	80
AJ	77	FW (D)	65	65	60	70	65	75	80	80	75
EVE	77	FW (D)	65	60	60	65	70	75	85	80	80
ALICIA FOX	76	FW (D)	65	65	65	65	65	75	80	85	85
BRIE BELLA	76	FW (D)	65	65	65	65	65	75	80	85	85
NIKKI BELLA	76	FW (D)	65	65	65	65	65	75	80	85	85
JOHN LAURINAITIS	75	HW	70	65	65	75	70	65	60	60	65
STEPHANIE McMAHON	74	FW (D)	65	65	60	65	65	70	70	70	75

Superstar and Diva Hit Points

Each Superstar and Diva is assigned a total number of hit points. Superstars have 500-700 (depending on weight class and Durability rating) and Divas have 500-600 total HP. From there, percentages of the total are assigned to head, torso, arms, and legs to total 100 percent. Most Superstars are already pretty well-rounded, but you can play with your creations and make them particularly strong or weak in any area. Below is an alphabetical table that breaks down the HP percentages for every Superstar and Diva in the game by body part.

Tip

To get a better idea of this visually, go to "Creations" in the game and create a new Superstar. You'll have to make some hard decisions about which areas of the body you want your HP to go.

Superstar and Diva HP percentages

Superstar Name	HP Ratio Head	HP Ratio Body	HP Ratio Arm	HP Ratio Leg
AJ	24	26	24	26
ALBERTO DEL RIO	22	32	22	24
ALICIA FOX	22	30	24	24
ANIMAL	25	30	25	20
ANTONIO CESARO	22	26	26	26
BETH PHOENIX	24	32	24	20
BIG BOSS MAN	25	30	25	20
BIG SHOW	22	36	24	18
BILLY GUNN	22	28	24	26
BOOKER T	22	30	20	28
BRADSHAW	24	30	28	18
BRET HART	26	34	20	20
BRIAN PILLMAN	24	30	24	22
BRIE BELLA	23	28	26	23
BRITISH BULLDOG	23	32	22	23
BROCK LESNAR	22	36	20	22
BRODUS CLAY	24	36	20	20
CACTUS JACK	30	32	20	18
CHRIS JERICHO	23	30	23	24
CHRIS JERICHO ("Attitude Era")	23	30	23	24
CHRISTIAN	24	28	24	24
CHRISTIAN ("Attitude Era")	24	28	24	24
CM PUNK	23	30	23	24
CODY RHODES	24	24	24	28
DAMIEN SANDOW	24	28	24	24
DANIEL BRYAN	22	28	26	24
DAVID OTUNGA	26	28	24	22
DDP	24	30	24	22
DOLPH ZIGGLER	24	28	24	24
DREW McINTYRE	24	28	24	24
DUDE LOVE	30	32	20	18
EDDIE GUERRERO	20	30	22	28
EDGE (Rated R)	24	28	23	25
EDGE ("Attitude Era")	24	28	23	25
EPICO	24	28	26	22
EVE	24	30	24	22
FAAROOQ	22	32	23	23
GANGREL	22	26	24	28
GODFATHER	18	32	24	26
GOLDUST	20	30	26	24
GRAND MASTER SEXAY	22	26	28	24
HAWK	20	30	25	25
HEATH SLATER	23	27	23	27
HUNICO	22	28	26	24
HUNTER HEARST-HELMSLEY	23	30	23	24
JACK SWAGGER	18	32	26	24
JBL	24	30	28	18
JEY USO	24	28	22	26
JIMMY USO	24	28	22	26
JINDER MAHAL	25	27	25	23
JOHN CENA	22	35	23	20
JOHN CENA '04	22	35	23	20
JOHN LAURINAITIS	28	26	23	23
JUSTIN GABRIEL	22	28	24	26
KANE	24	34	24	18
KANE ("Attitude Era")	24	34	24	18
KELLY KELLY	22	28	24	26
KEN SHAMROCK	22	28	26	24
KEVIN NASH	22	36	24	18
KHARMA	26	34	22	18
KOFI KINGSTON	25	27	22	26
LAYLA	24	28	26	22
LITA	26	28	22	24
LITA (Rated R)	22	26	24	28
LORD TENSAI	20	38	24	18
MANKIND	30	32	20	18
MARK HENRY	25	35	22	18
MARK HENRY ("Attitude Era")	25	35	22	18
MIKE TYSON	24	28	24	24
MR. McMAHON	26	28	24	22
NATALYA	24	28	24	24
NIKKI BELLA	23	28	26	23
PAUL WIGHT ("Attitude Era")	22	36	24	18
PRIMO	24	28	26	22
R-TRUTH	23	26	23	28
RANDY ORTON	23	33	22	22
REY MYSTERIO	20	28	22	30
RIKISHI	20	38	24	18
ROAD DOGG	20	30	26	24
RYBACK	24	30	26	20
SANTINO MARELLA	22	26	28	24
Scotty 2 Hotty	24	28	24	24
SHANE McMAHON	23	28	26	23
SHAWN MICHAELS	26	20	26	28
SHEAMUS	22	34	24	20
SIN CARA	22	26	22	30
STEPHANIE McMAHON	26	27	24	23
STONE COLD	20	32	28	20
TED DiBIASE	25	28	25	22
TERRY FUNK	30	32	20	18
THE GREAT KHALI	20	40	22	18
THE MIZ	23	30	23	24
THE ROCK	22	32	24	22
THE ROCK ("Attitude Era")	22	32	24	22
TRIPLE H	24	34	24	18
TRIPLE H ("Attitude Era")	23	30	23	24
TRISH STRATUS	22	26	24	28
UNDERTAKER	24	36	20	20
UNDERTAKER ("Attitude Era")	25	35	20	20
VADER	20	36	24	20
VAL VENIS	20	27	27	26
WADE BARRETT	22	30	26	22
X-PAC	20	28	26	26
YOSHI TATSU	25	22	25	28
ZACK RYDER	24	28	22	26

Superstars & Divas

CM Punk

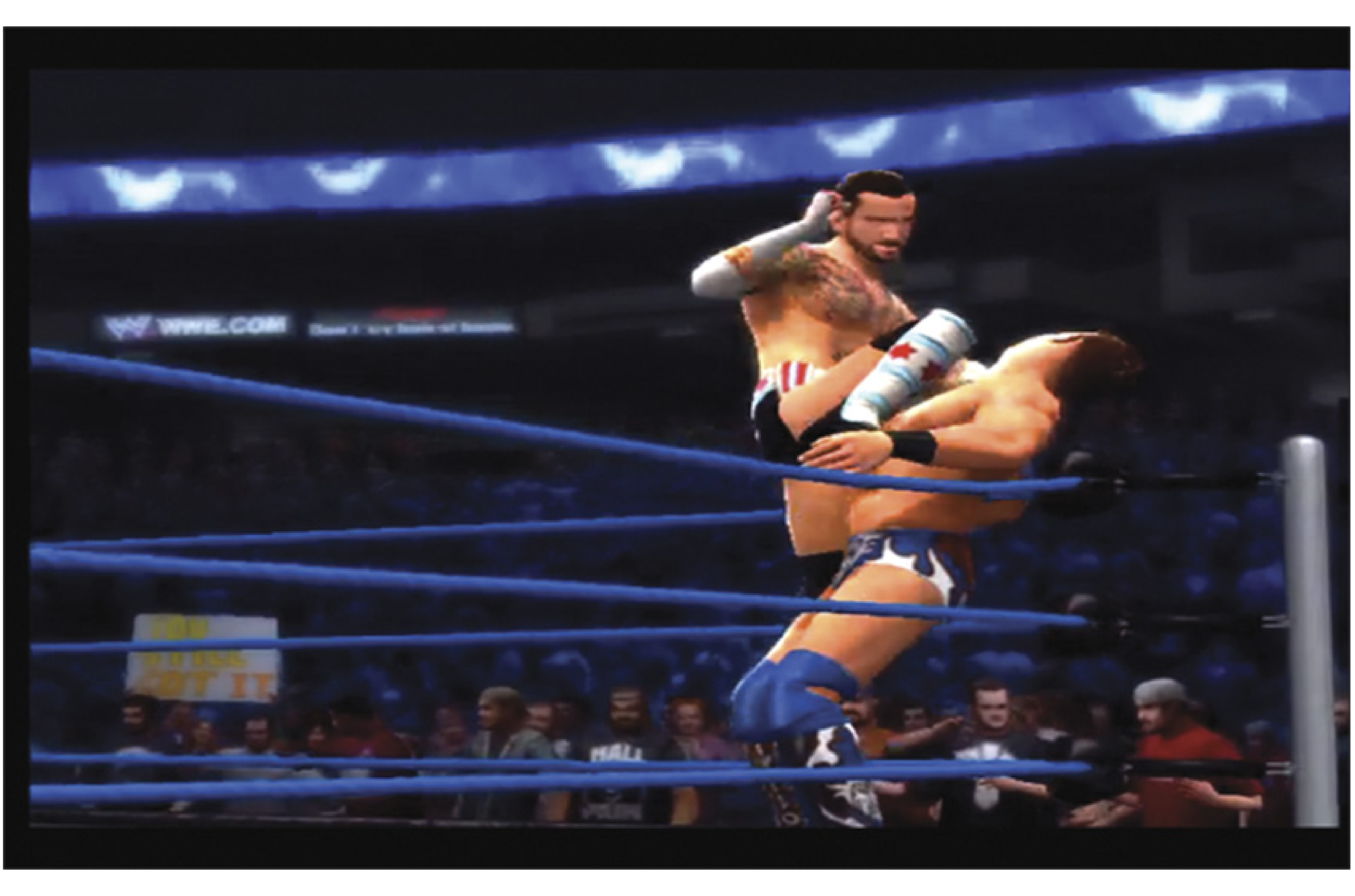
Stats

- Height: 6’2”
- Weight: 218 pounds
- From: Chicago, IL
- Career Highlights: WWE Champion; World Heavyweight Champion; ECW Champion; World Tag Team Champion; Intercontinental Champion; Raw commentator

Signature Moves

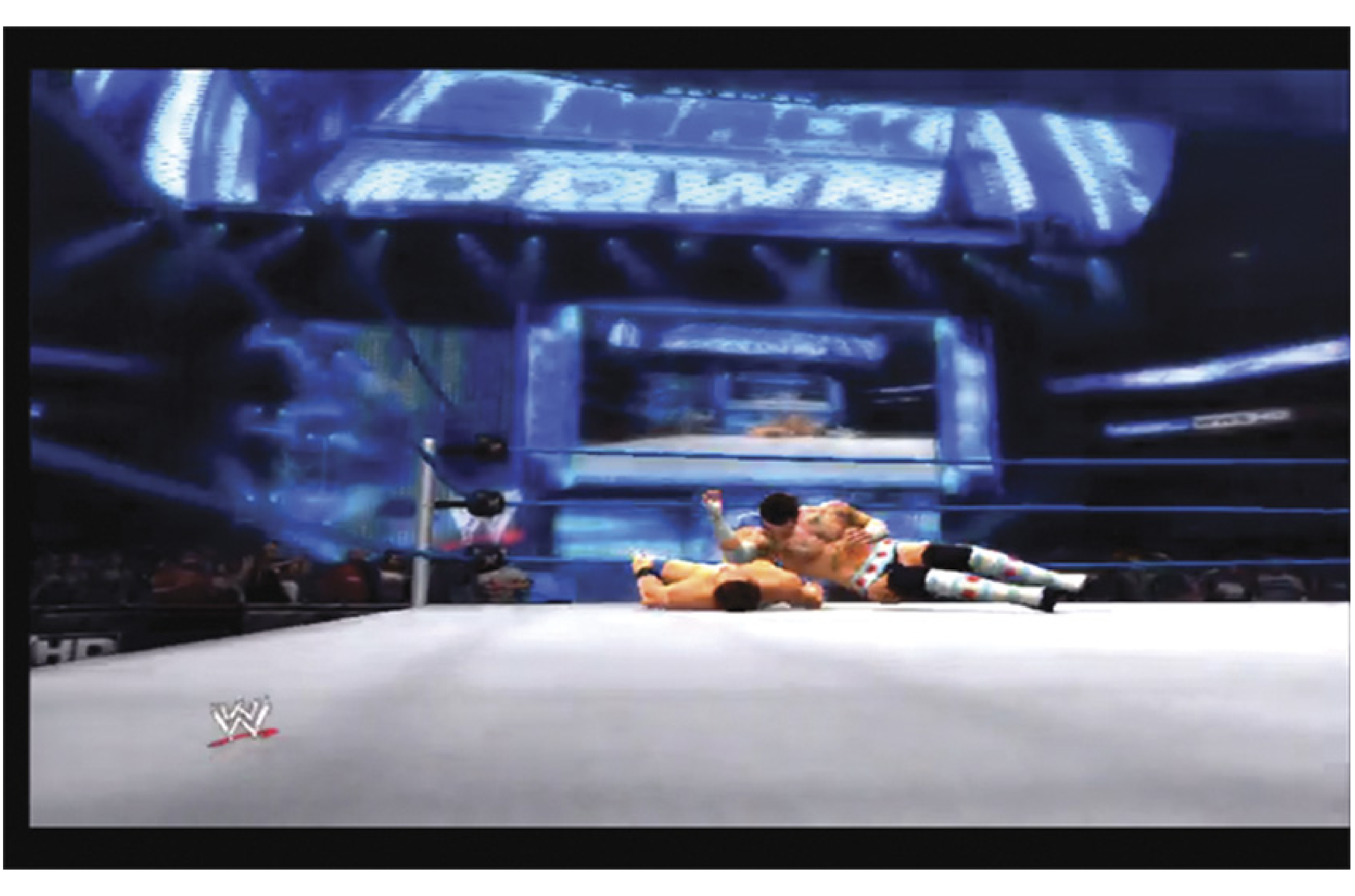
Shining Wizard/Bulldog 2

Corner standing front



Diving Elbow Drop 10

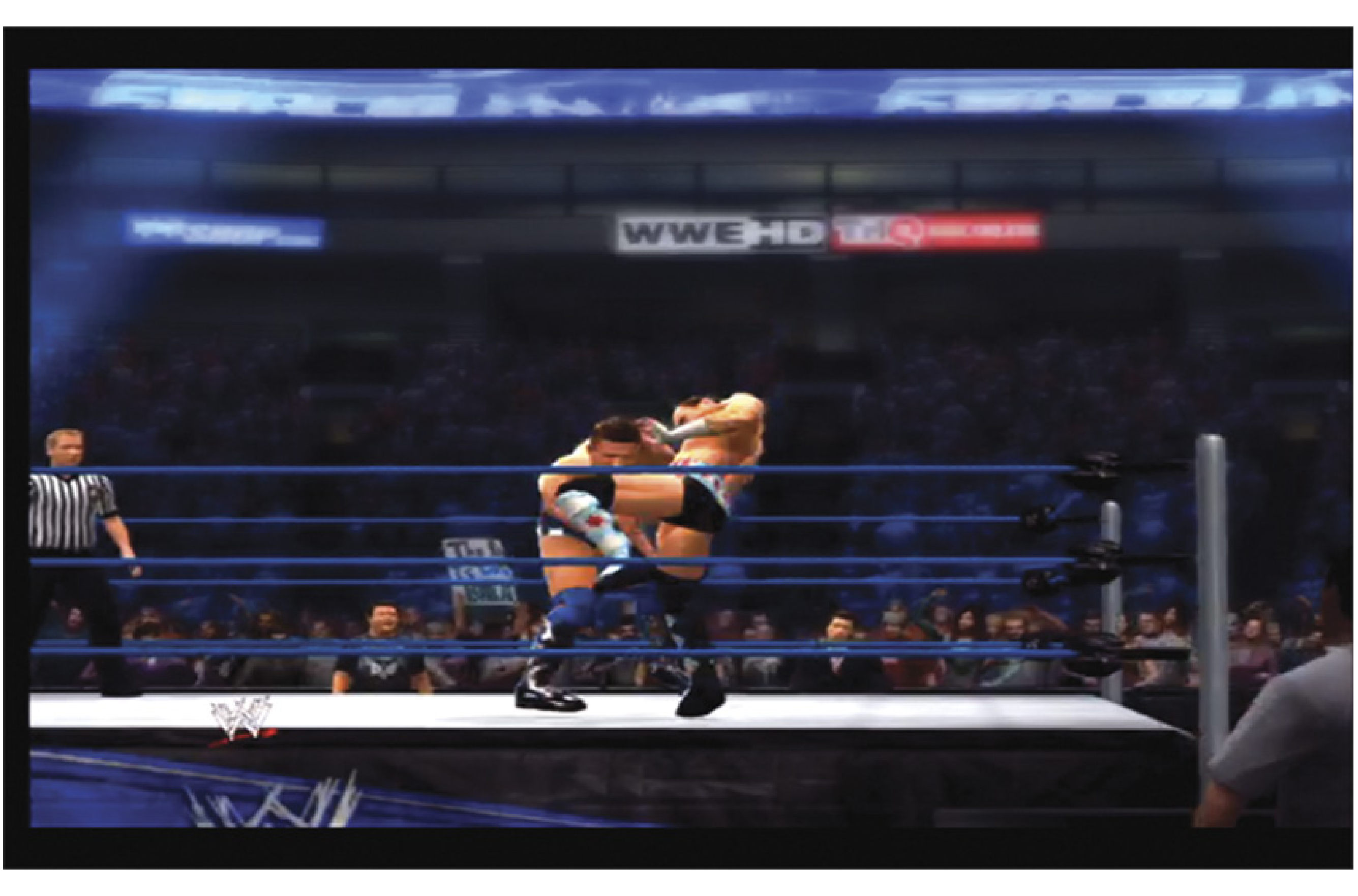
Dive vs. grounded opponent



Finishers

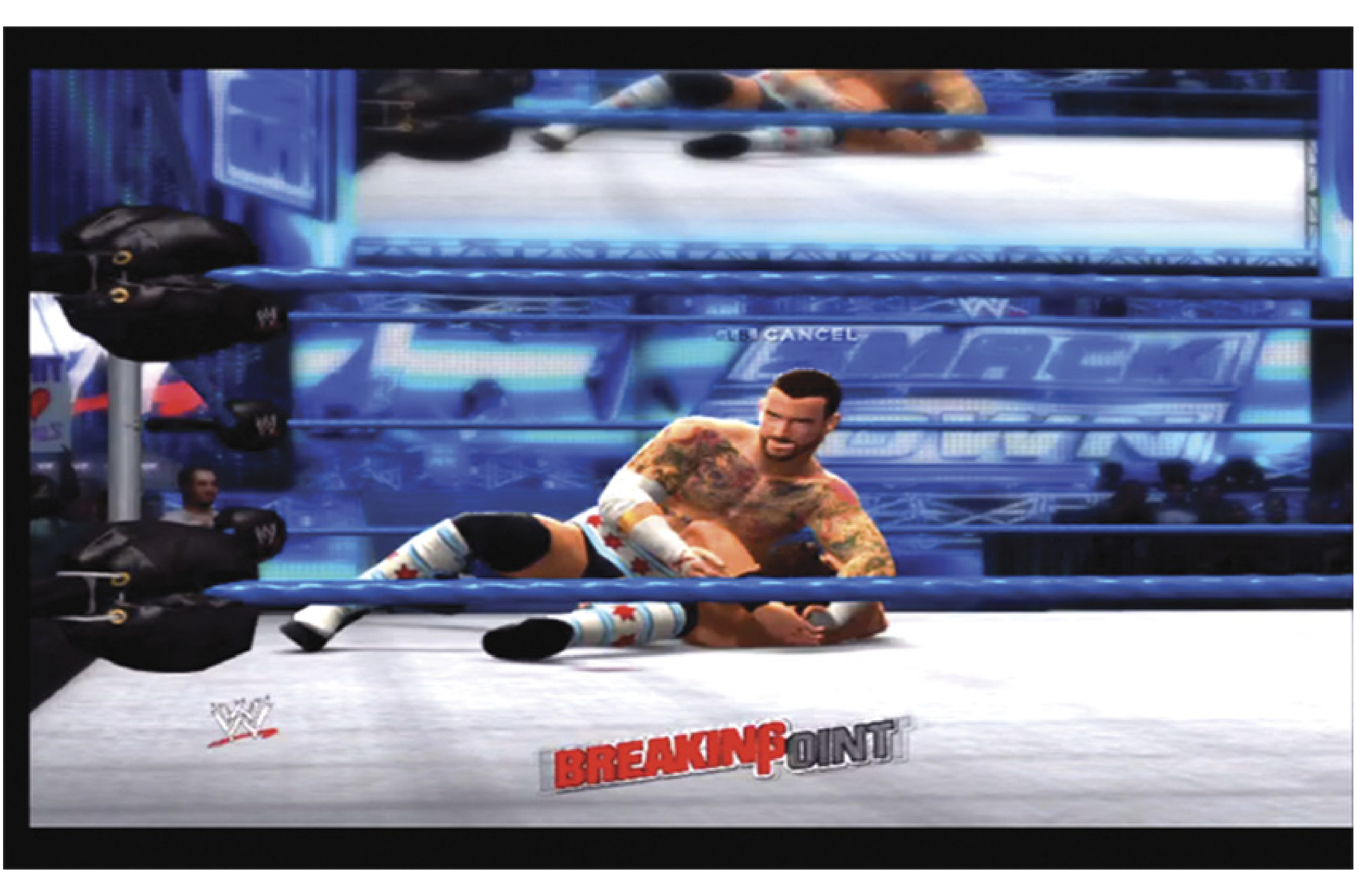
G.T.S. 2

Standing front, Irish Whip rebound or catch



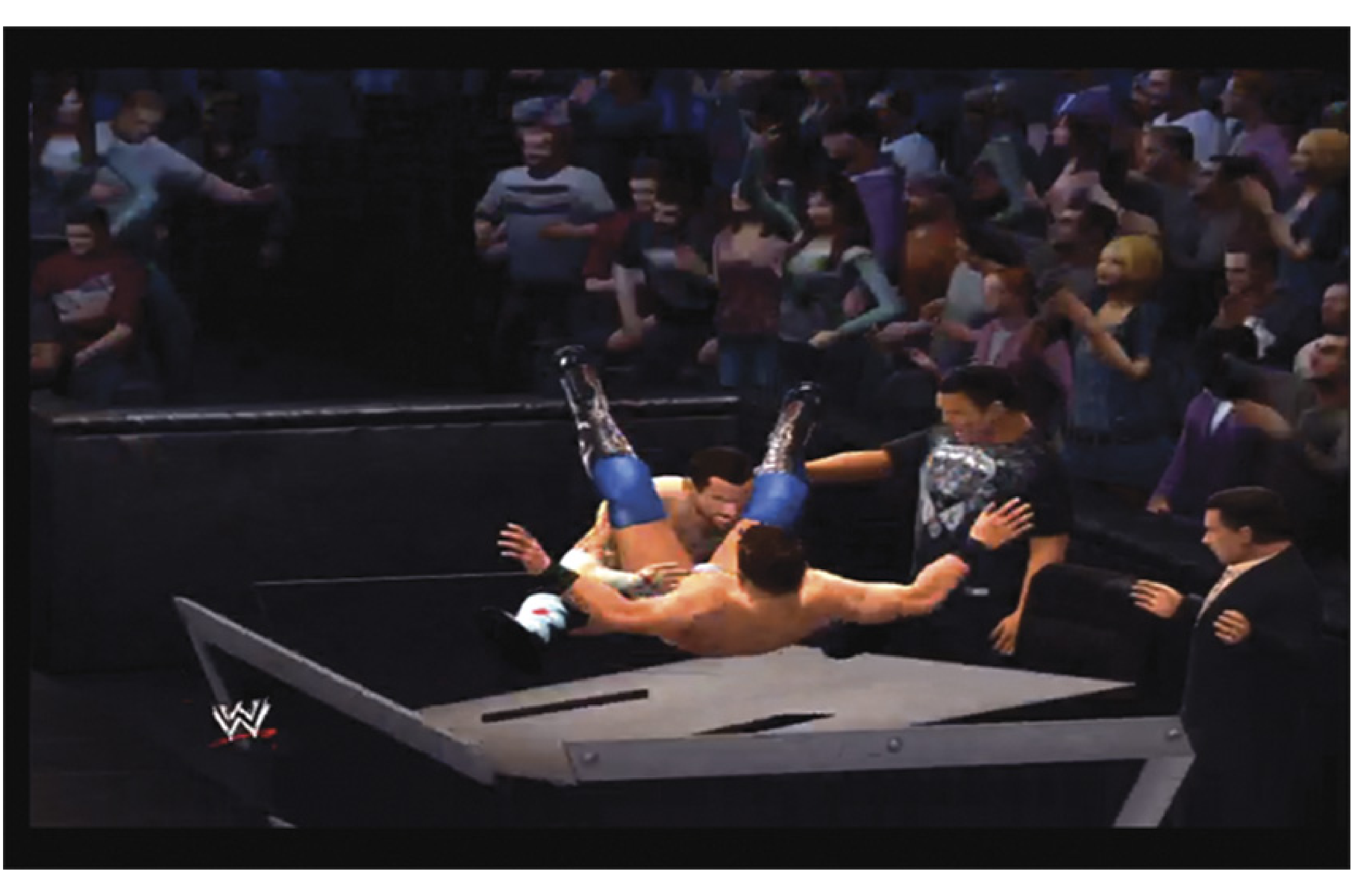
Anaconda Vise 1

Standing front or Irish Whip rebound



TIGER BOMB 3 (ALTERNATE)

Standing front (pin combo)



Attributes

- Strike Power: 80
- Grapple Power: 80
- Submission: 95
- Strike Defense: 95
- Grapple Defense: 90
- Speed: 85
- Jump: 90
- Agility: 80
- Adrenaline: 90
- Recovery: 95
- Toughness: 80
- Durability: 85
- Charisma: 95
- Tag Team: 85
- Overall: 95

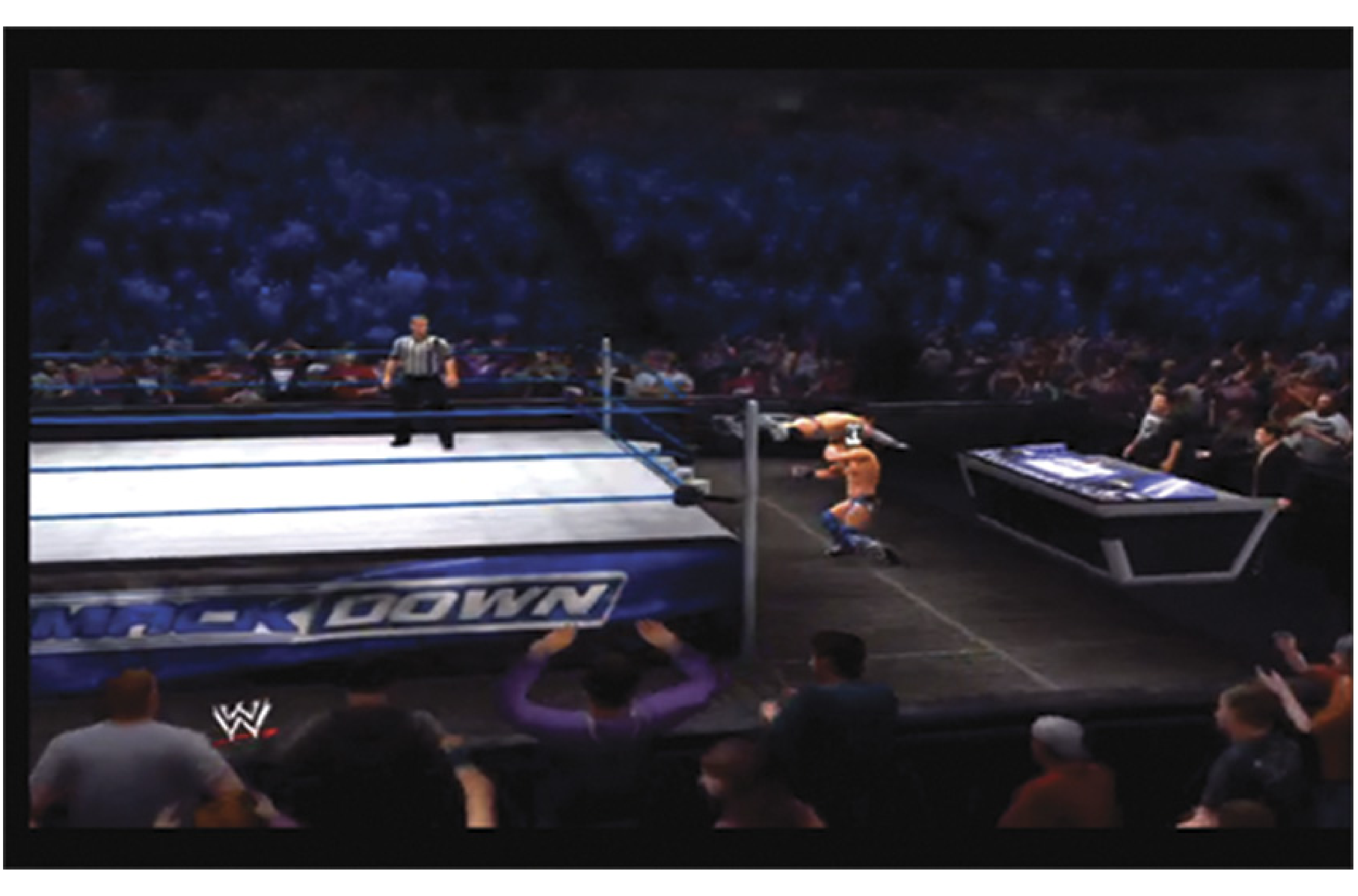
Abilities

- Comeback
- Outside Dives
- Springboard Dives
- Leverage Pin
- Resiliency

WWE Bio

It’s not surprising that CM Punk cites the radical “Rowdy” Roddy Piper as a childhood influence. After all, Punk is the embodiment of the anti-establishment, the modern-day “Voice of the Voiceless,” whose skill at igniting verbal “pipe bombs” is rivaled only by Hot Rod himself. Punk even looks the part of rebel with his too-numerous-to-count tattoos and body piercings. Yet, he waxes way more philosophical than his exterior might suggest, and has shown a diverse set of interests that include ghost hunting, G. I. Joe and the “Straight Edge” movement, a subculture that rejects the use of drugs, alcohol and a dependency lifestyle. Punk’s only bad habit: his addiction to competition. His in-ring repertoire is an assimilation of fighting styles, all of which were put on full display during his debut in The Land of the Extreme in 2006. Since then, Punk has added many accomplishments to his considerable résumé, including the ECW, WWE, World Heavyweight, World Tag Team and Intercontinental Championships. Today, Punk is headlining pay-per-views—and he’s doing so in spite of the events of 2011, when he assailed Mr. McMahon with his blunt opinions about the business and made a bold promise not to renew his contract with the company. Punk’s criticism struck a nerve with The Chairman who, against his better judgment, granted The Second City Saint a WWE Championship Match at WWE Money in the Bank in the Superstar’s native city, Chicago. Punk not only beat John Cena to win that match, he absconded with the WWE Championship as the seconds on his WWE contract ticked down. Fortunately for WWE fans everywhere, Punk agreed to re-sign with WWE weeks later, compelled to return to the ring to prove that he’s the undisputed “Best in the World.” The Voice of the Voiceless continues to advocate on behalf of disenchanted WWE fans everywhere, who feel the WWE product is in need of a good (roundhouse) kick in the teeth.

Breakdown



As this year’s cover boy, the well-rounded CM Punk is one of the highest-rated overall Superstars—no single attribute rating falls below 80. Beyond that, however, is his dynamic move-set that blends dives and submissions along with powerful kicks and strong grapples. Opponents aren’t safe anywhere in or out of the ring as Punk can cover ground (or air) quickly and recovers just as fast. His Wake-Up Taunt is one of the best, mocking your opponent with a G.T.S as they helplessly rise into your Finisher. Defensively, Punk is tough with ratings of 95 and 90 in Strike Defense and Grapple Defense respectively, so reversals come fairly easy. We liked CM Punk as one of our favorites last year, and he is even better in *WWE ‘13* .

Taunt Times

D-pad Direction	Time
Up	2.3s
Right	2.3s
Down	3.2s
Left	1.6s

Superstars & Divas

Layla

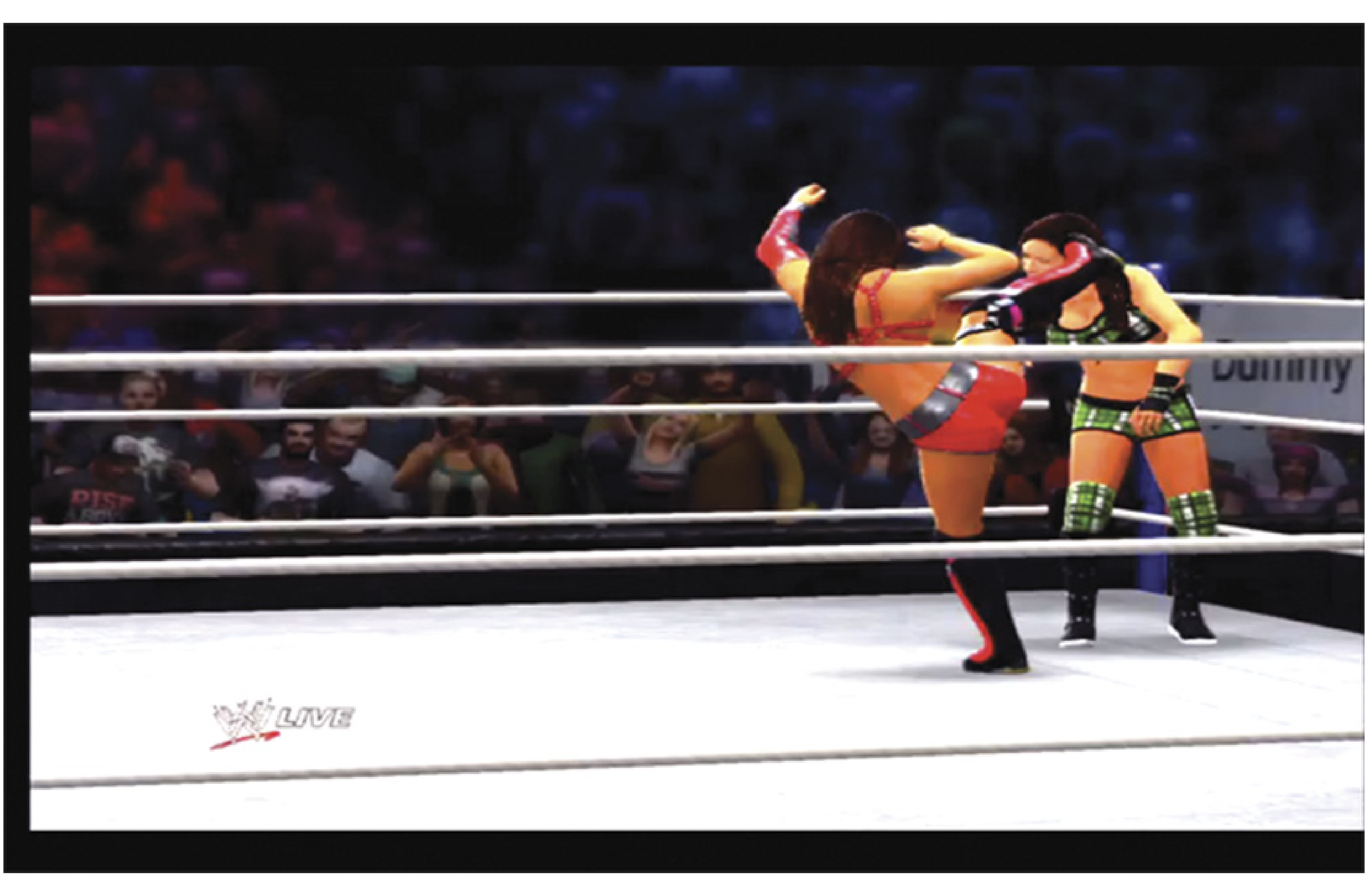
Stats

- Height: 5’2”
- From: Miami, FL
- Career Highlights: Winner of the 2006 $250,000 Diva Search; Women’s Champion; Divas Champion

Signature Moves

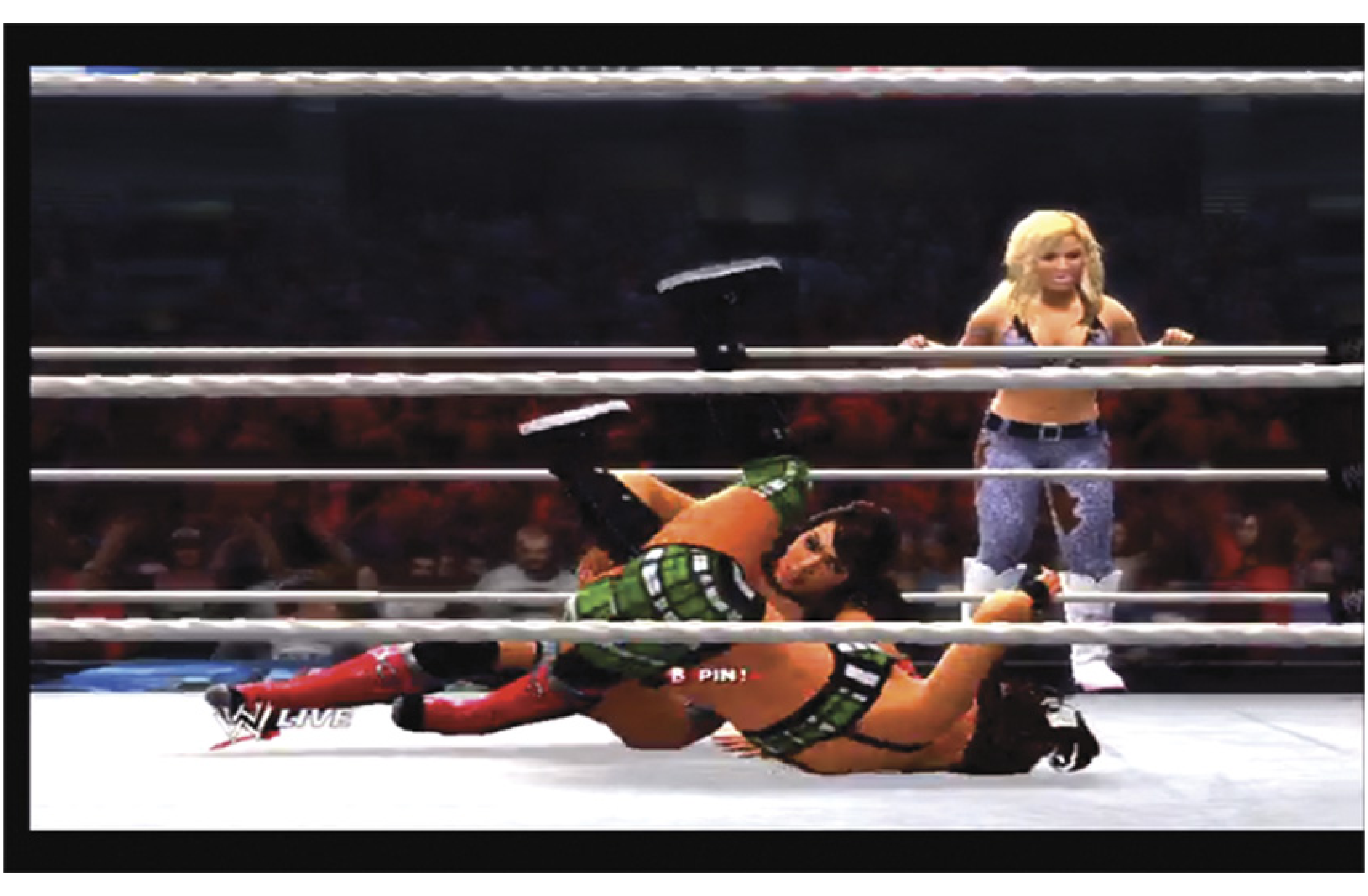
Spinning High Kick

Standing front



Rolling Pin

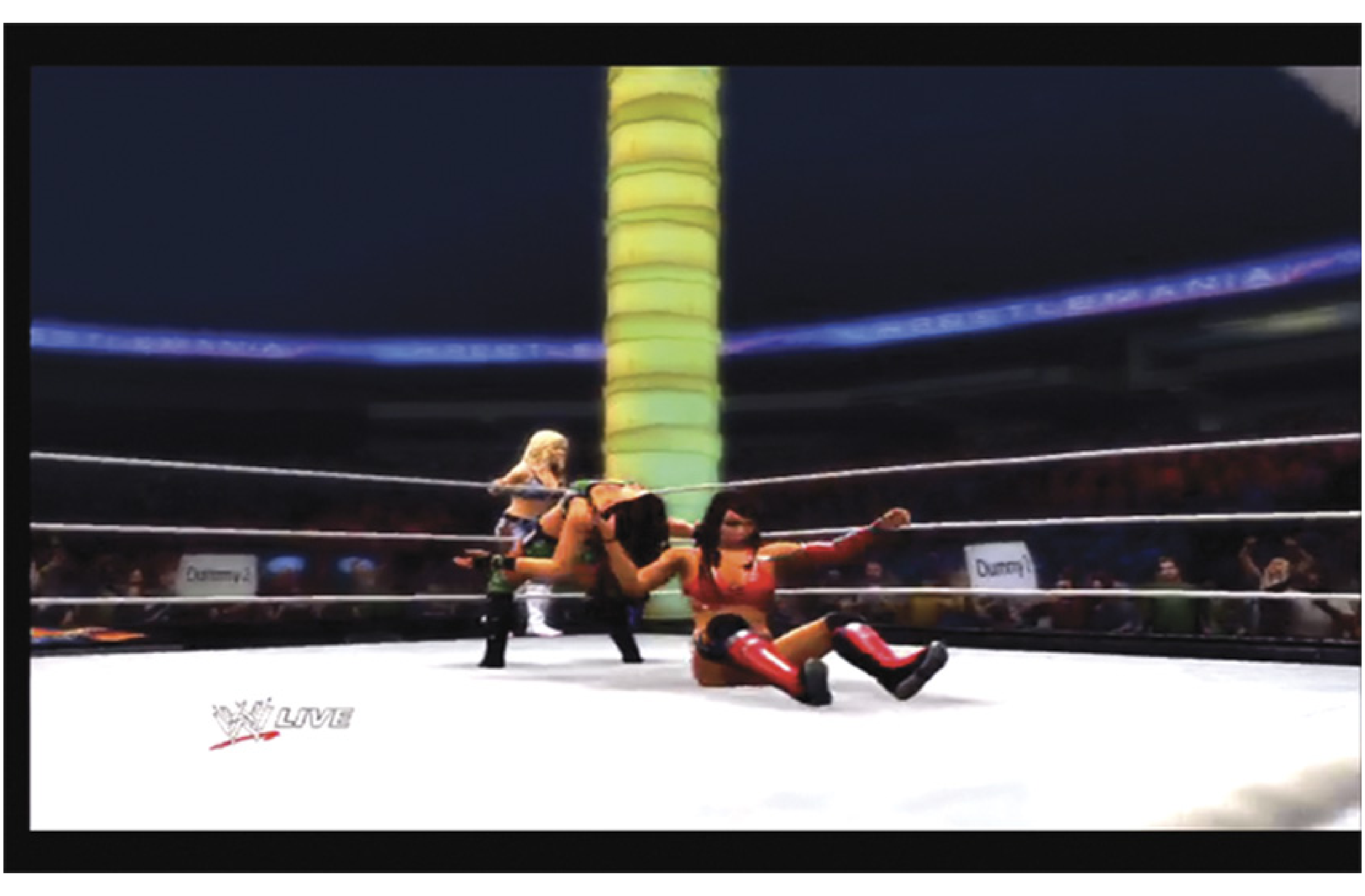
Standing front (pin combo)



Finishers

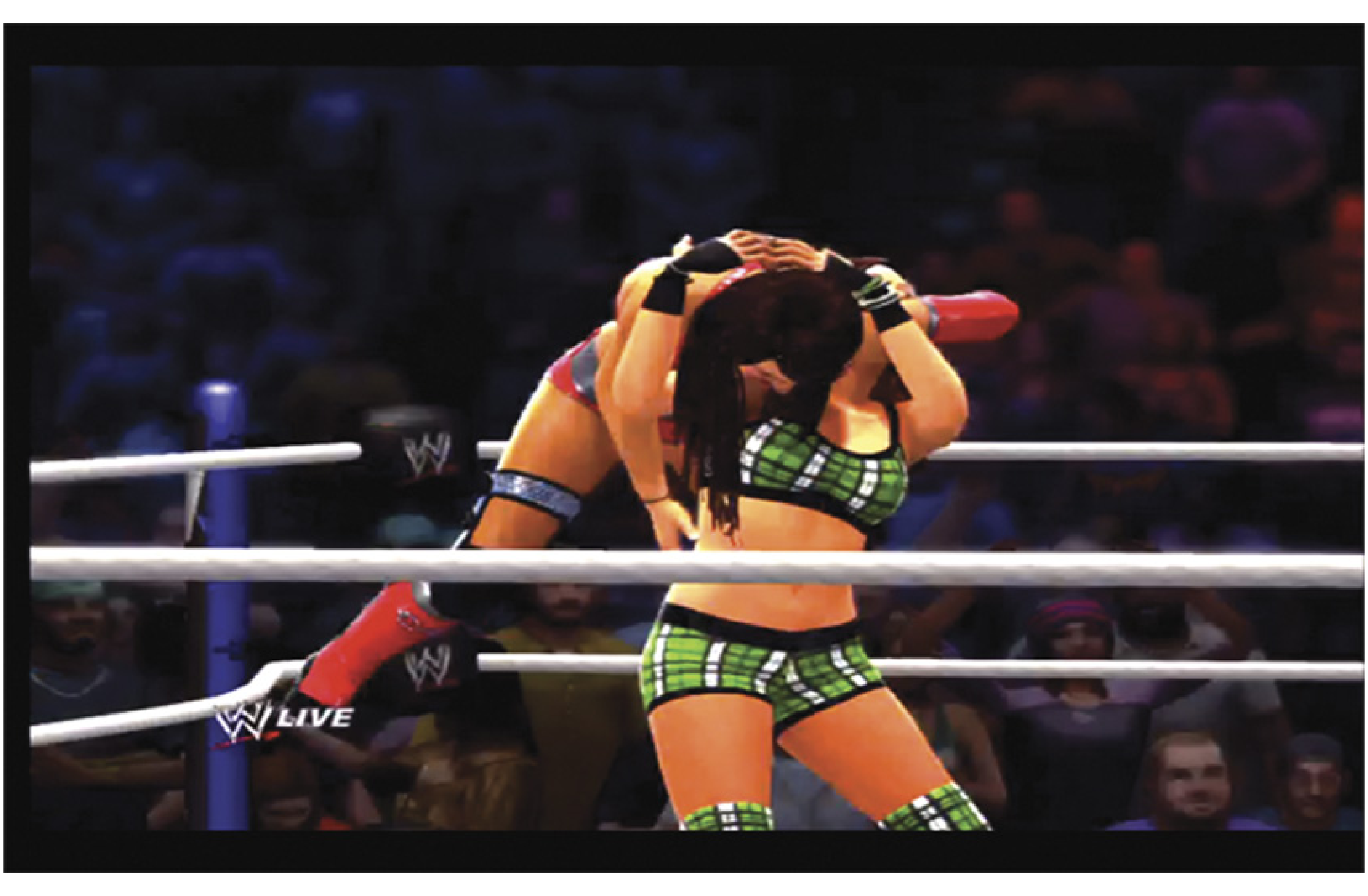
Layout

Standing front



The Face Lift

Corner opponent front



Attributes

- Strike Power: 65
- Grapple Power: 60
- Submission: 65
- Strike Defense: 70
- Grapple Defense: 70
- Speed: 80
- Jump: 85
- Agility: 85
- Adrenaline: 85
- Recovery: 75
- Toughness: 70
- Durability: 70
- Charisma: 80
- Tag Team: 70
- Overall: 78

Abilities

- Resiliency
- Leverage Pin

WWE Bio

Utilizing skills honed while a member of the Miami Heat dance squad, Layla won the 2006 Diva Search to earn her opportunity in WWE. The flirty contest winner made her first appearance at that year’s *SummerSlam* , and then the English-born beauty took her sweet dance moves to ECW, where she wowed the WWE Universe as part of the Extreme Exposé. By 2009, Layla joined forces with Michelle McCool to form Team Lay-Cool on *SmackDown* . The “Flawless” duo seemed inseparable, even going as far as referring to themselves as the self-professed “co-Women’s Champions” when Layla held the championship. But it wasn’t long before Layla enjoyed her own time in the spotlight. Alongside McCool in a 2-on-1 Handicap Match for the championship, Layla pinned Beth Phoenix in May 2010 on SmackDown to become the first-ever British Women’s Champion, and with that accolade, she also became the last Women’s Champion, as the championship was retired shortly thereafter. Things started to unravel between Lay-Cool in 2011, culminating with a Loser Leaves WWE Match at Extreme Rules, which saw the end to their friendship and McCool’s departure from WWE. Despite the victory over her ex-friend, an injury sidelined the British beauty for the rest of the year. After lengthy rehab on her knee, Layla finally returned to the ring at Extreme Rules in 2012 where she defeated Nikki Bella to win the Divas Championship, proving that she hadn’t lost a step in her time away from the squared circle. Now, she’s set to take on Kaitlyn at Night of Champions. Though, the rookie Diva isn’t the only one with her sights set on Layla’s championship. She’ll also have to watch out for Eve, who defeated Kaitlyn on the Sept. 3 edition of *Raw* , before offering the Divas Champion her hand in friendship. Layla reluctantly accepted, though she believes Eve is only out for herself.

Breakdown

Layla is the champion. She’s not just a pretty face—she is a very athletic Diva, has an 85 rating in Jump, Agility and Adrenaline, and an 80 in Speed. Make your matches high-flying battles. Layla can tear people up with her Running Hurricanrana strike (run and hold strike). Follow that up with Back Drop Kick when you’re near the grounded opponent’s upper body. Taunt to build momentum.

Taunt Times

D-pad Direction	Time
Up	5.3s
Right	2.6s
Down	5.3s
Left	2.3s